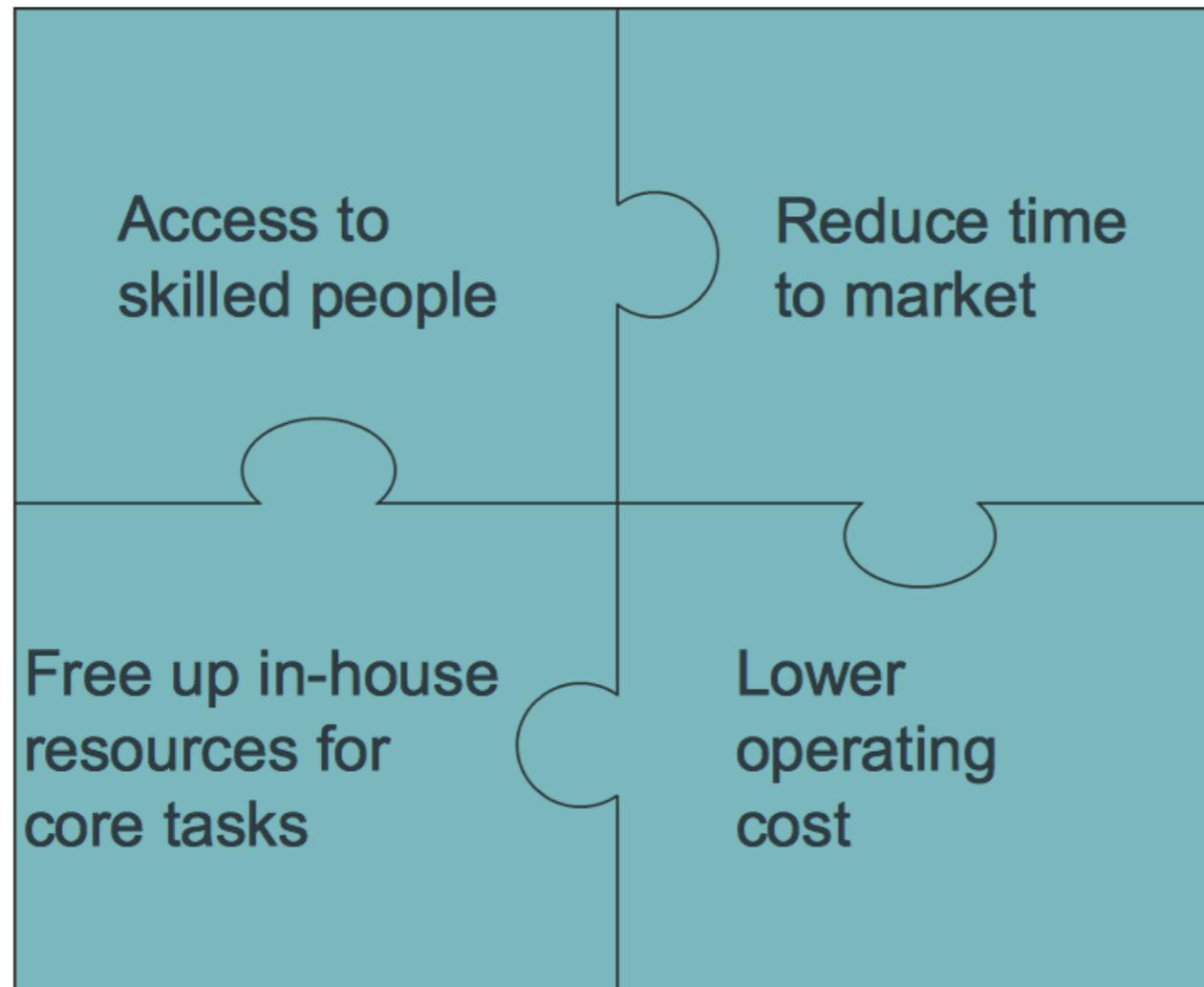


How to optimize offshore software development with Agile methodologies

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Still why do companies outsource?



Have you heard of these problems with software outsourcing?

- Business requirement comprehension
- Motivation of the project co-ordinators
- Actual project status?
- Out of budget
- ✓ How some companies successfully outsource their software development?

Success story

Customer: zooplus AG www.zooplus.de

Leading online shop in Europe for pet supplies

Turnover: 300m €

Project: Implementing next generation online shop

Project duration: 12 months

Team: 2 onsite, 9 offshore

Result: Success, new shop is in production.

Agenda

- Why establishing control over the offshore project is necessary?
- How just in time specifications closes gap between requirements and delivery?
- How to increase productivity through iterative adaptations?
- Service offerings
- Question and Answers

What is meant by controlling?

- Where you are, compared with where you're supposed to be
- What lies ahead that can affect you
- Where you're going to end up, compared with where you said you would end up

Why it is difficult to get control?

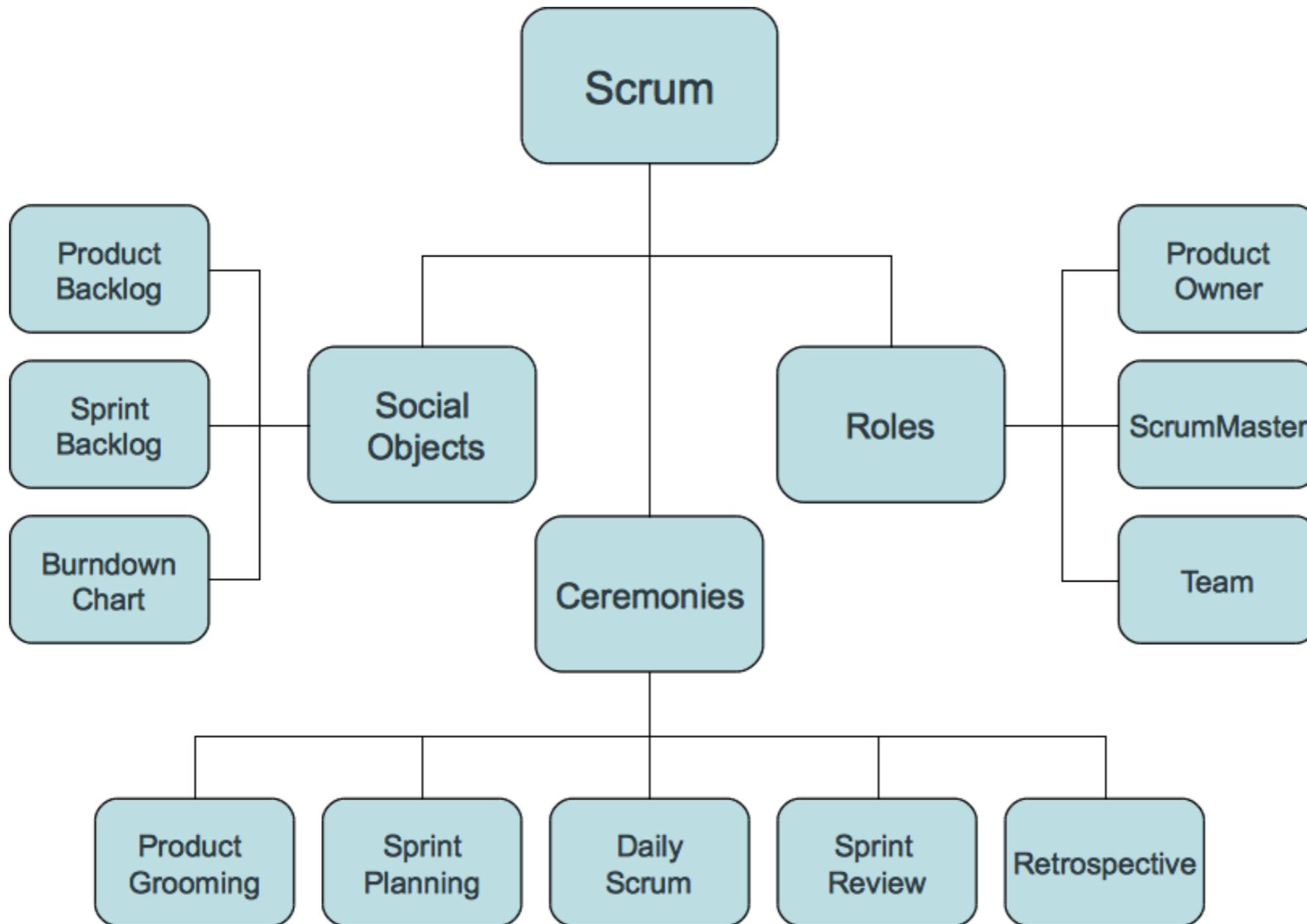
Problem lies with knowing the real status

- Nature of relationship Customer - Supplier
- Not knowing the team very well
- Work cultural differences
- Geographical location
- Second language for critical business communication

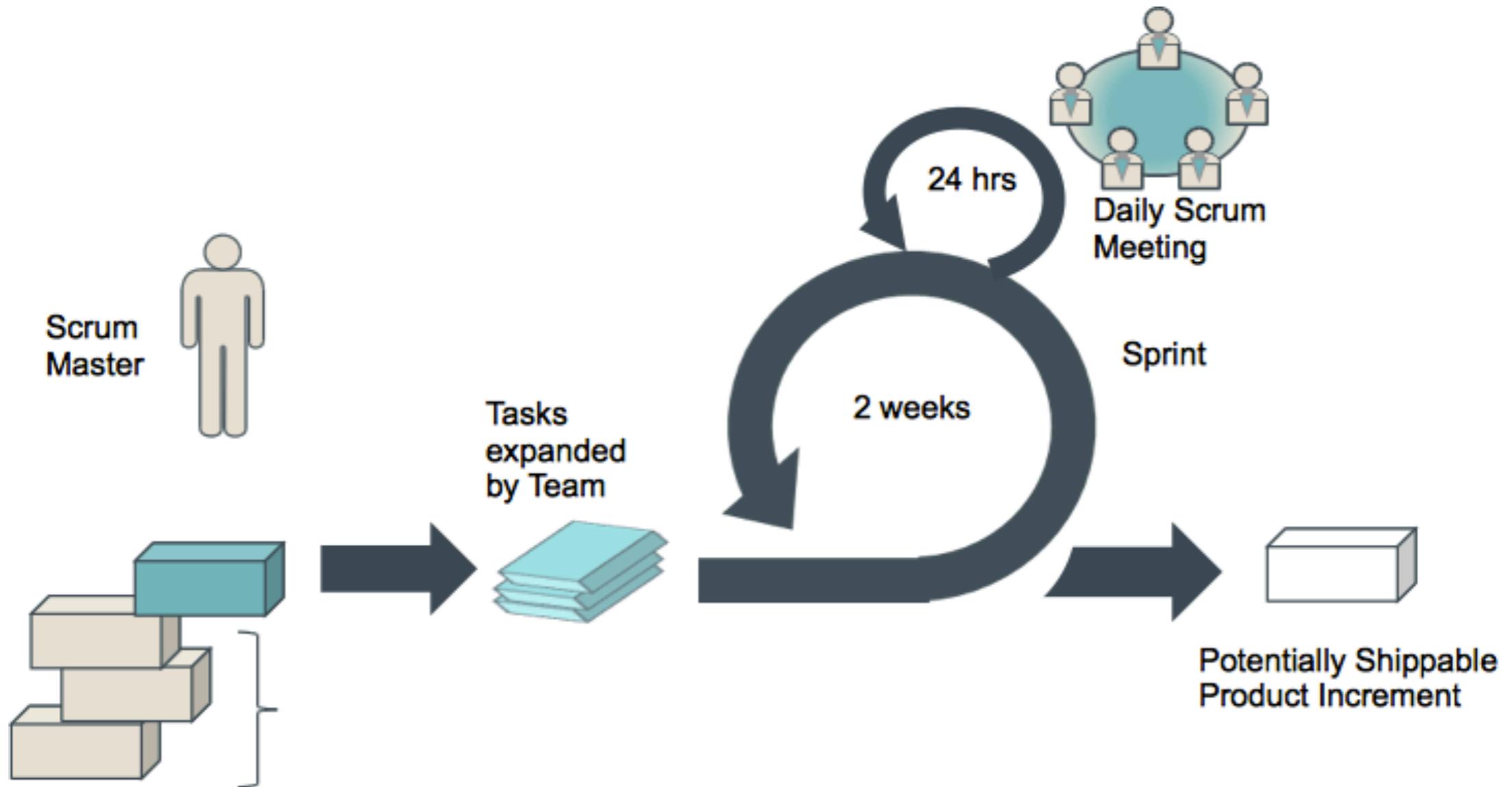
Why Agile methodology?

- Iterative development
- Incremental development
- Delivered work package = Status

SCRUM Framework: Agile implementation



Deliver working software in iterations



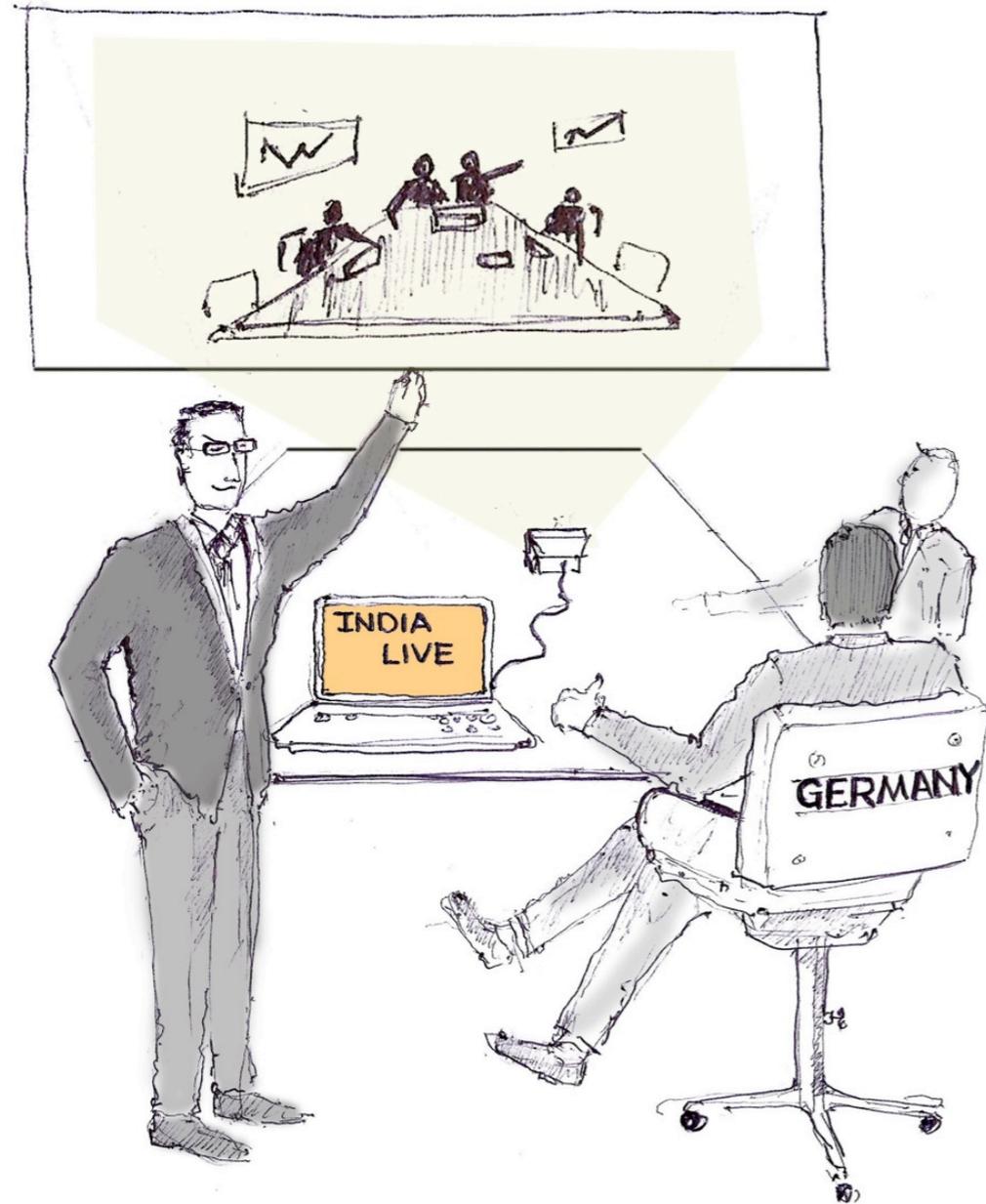
Daily SCRUM

Daily meeting and the three questions?

- What did you do yesterday to get the work package done?
- What will you do today to get the work package done?
- What are impediments that prevent you from finishing the top priority work package

ESTABLISHING CONTROL

Daily SCRUM from conference room



Have you recognized these advantages?

- Delivery in smaller work packages
- Clear goal for team per iteration
- Individual interaction
- Problem identification
- Assessing project status

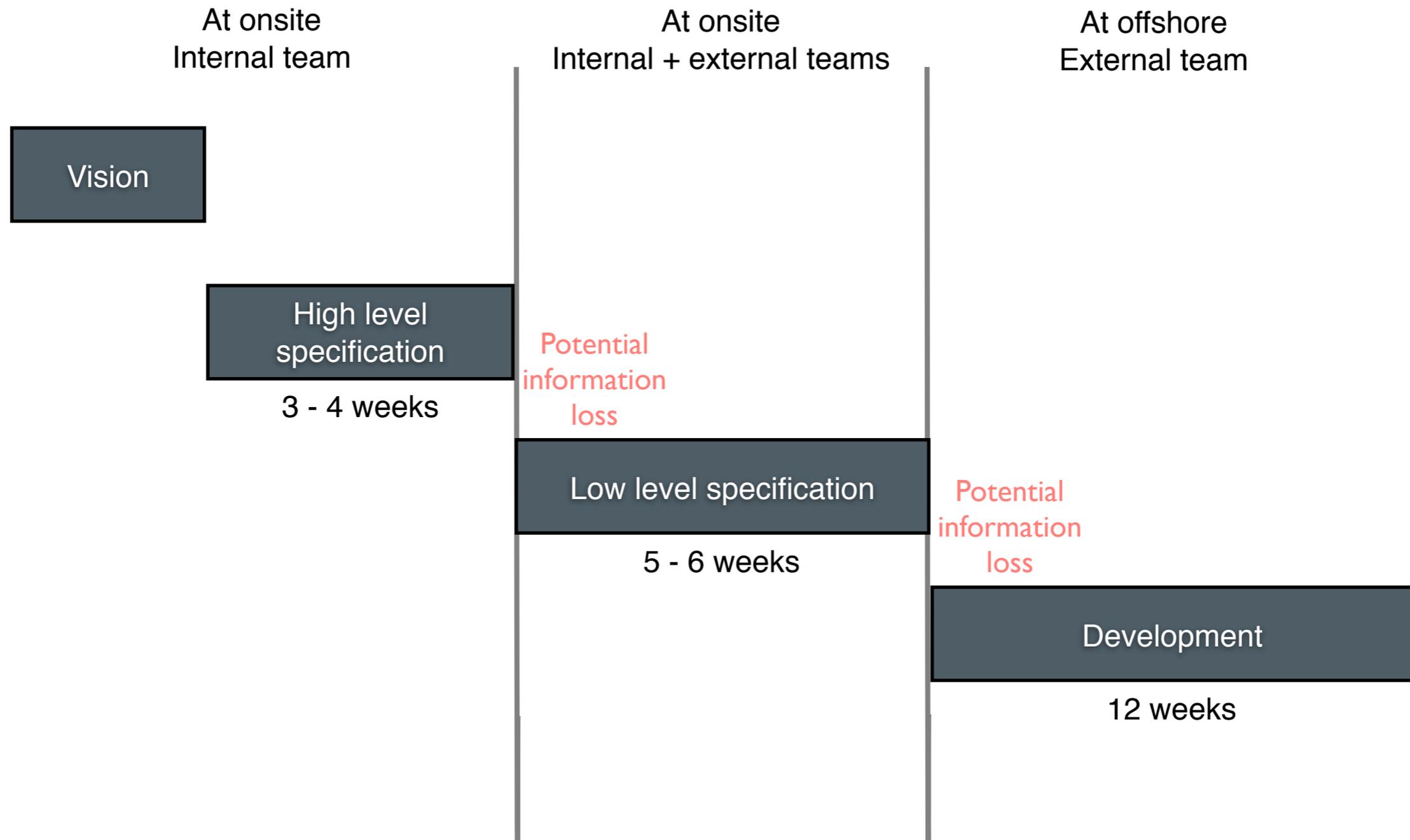
Challenges

- * Creating work packages
- * Solving impediments/problems in time
- * Attending to daily meetings

Summary

- Why control over offshore team is difficult?
- How interactive and incremental development gives you that control?
- How SCRUM framework supports this?

Just in-time specification: Reduce the gap between requirements and delivery

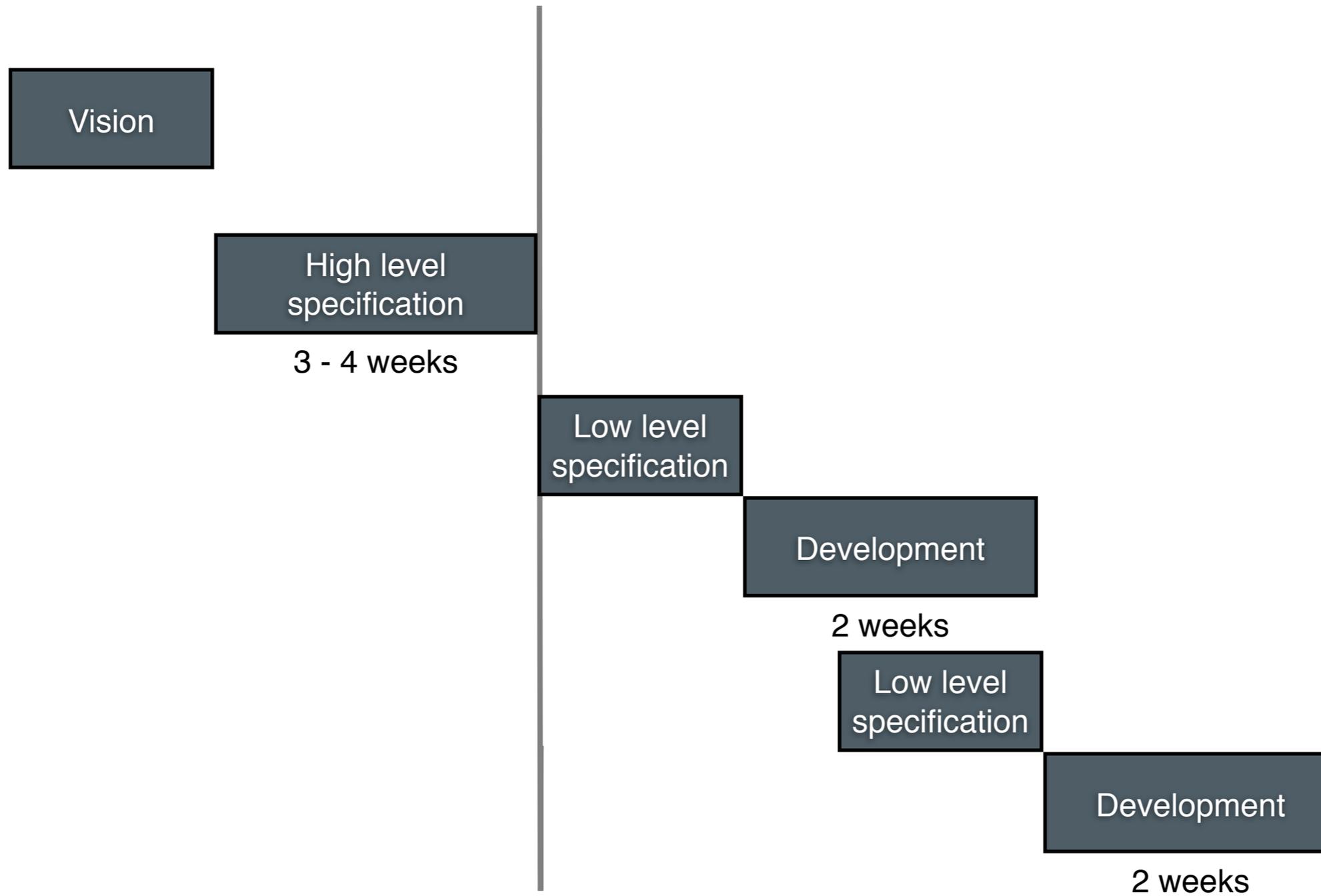


Changing requirements

- Humphrey's law “Customer does not know exactly what he wants until he sees working software
- Wegner’s lemma “it is not possible to completely specify an interactive system. Nor it is possible to test it completely”

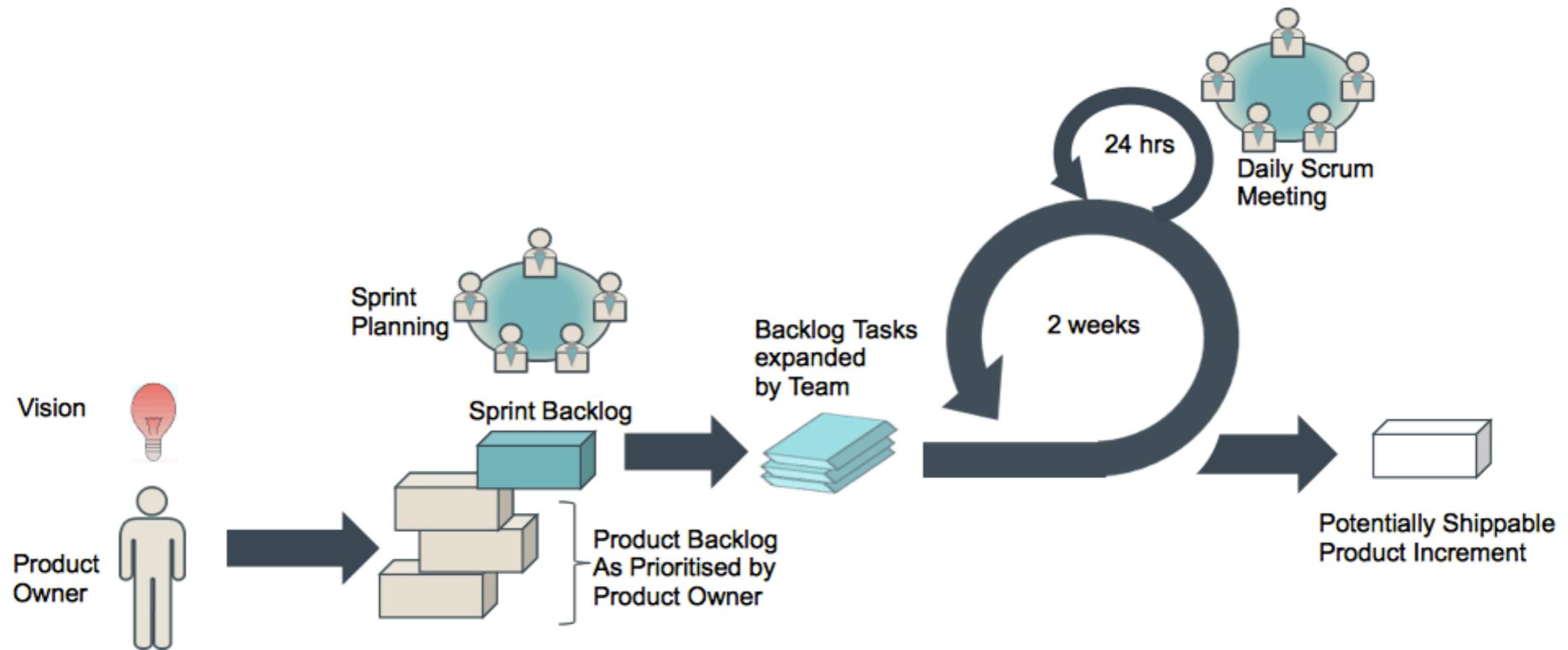
Just in-time specification

How?



Just in-time specification

How just it works?



Product backlog: Document management

High level

Manage Documents

List of Documents

Create document

Edit document

Delete Document

Show the list

Paging & Sorting

Product Backlog

Create document

Show the list

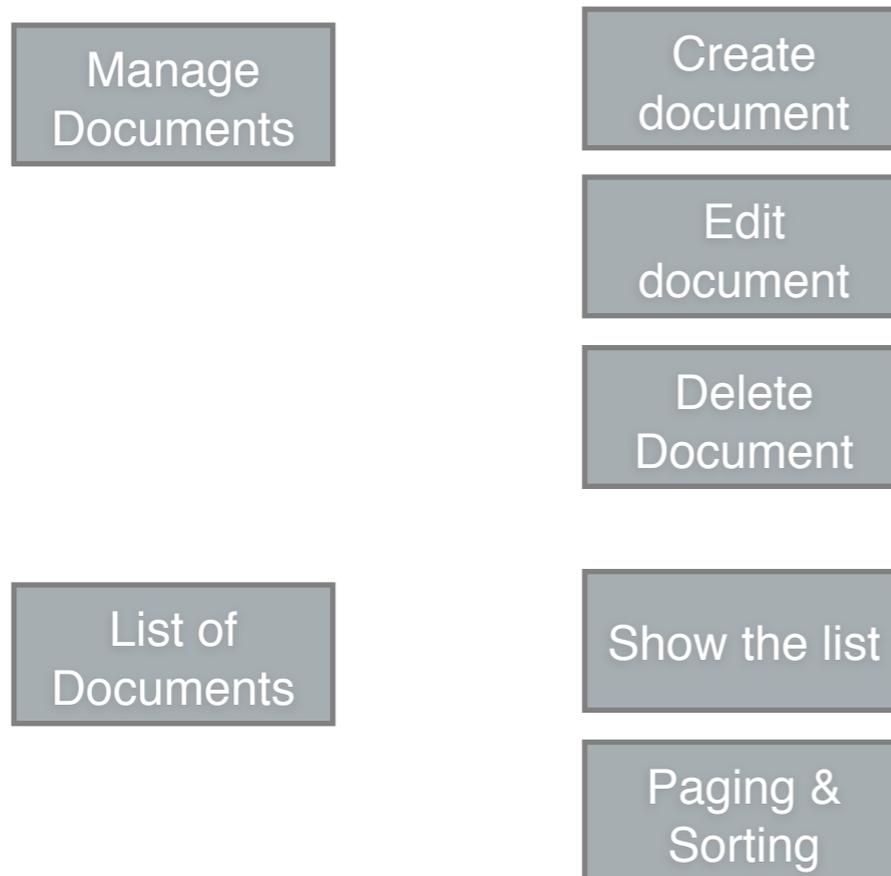
Edit document

Delete Document

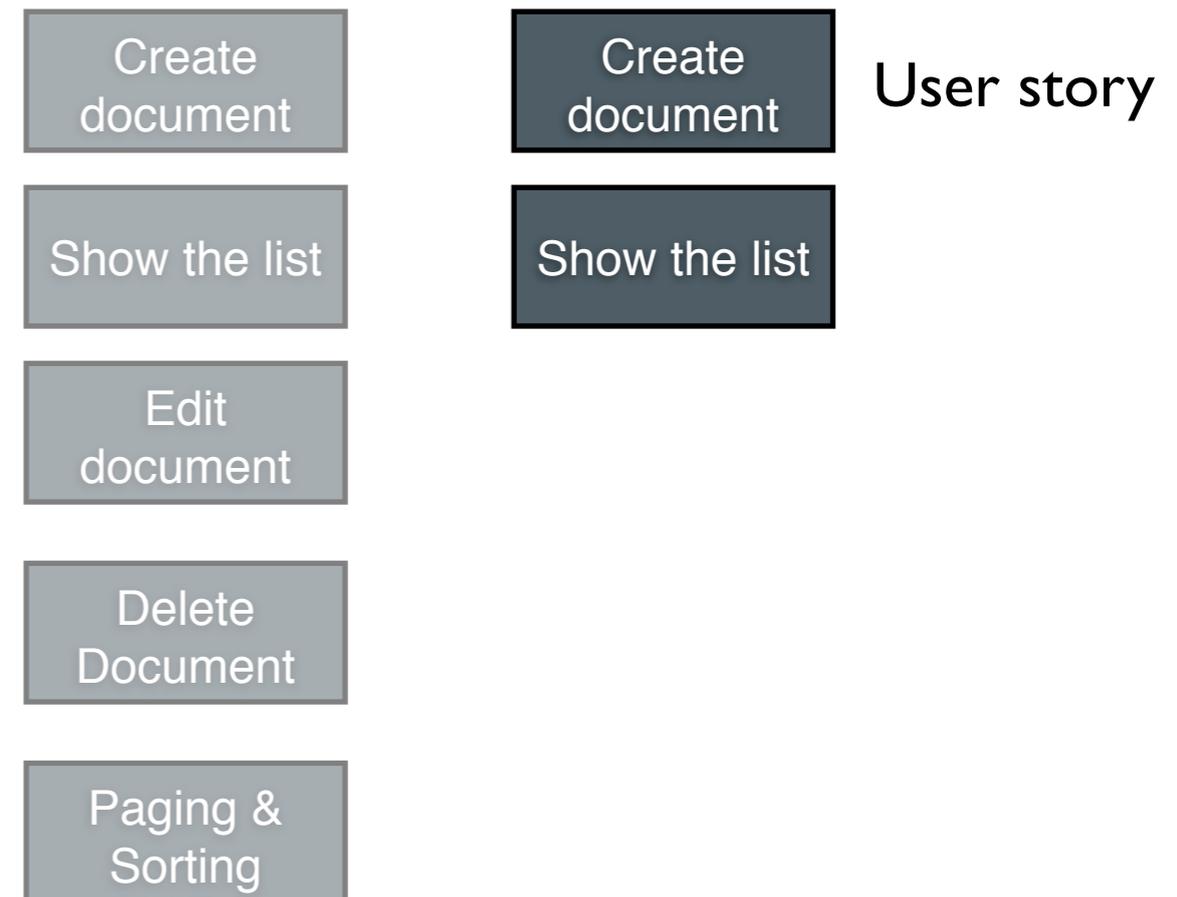
Paging & Sorting

Sprint backlog: Document management

Product Backlog



Prioritized Sprint Backlog



Just in-time specification

Sprint planning :Communication effectiveness



Just in-time specification

Sprint planning: Estimations

Product owner presents

Team estimates

Advantages

- Flexibility
- Low specifications inventory
- Efficient requirements communication
- Faster project set up
- Shortens development cycle

Challenges

- * Rejecting the changes during Sprint
- * Maintain specification inventory level low
- * Make sure that small pieces fits together
- * Fixed price projects

Summary

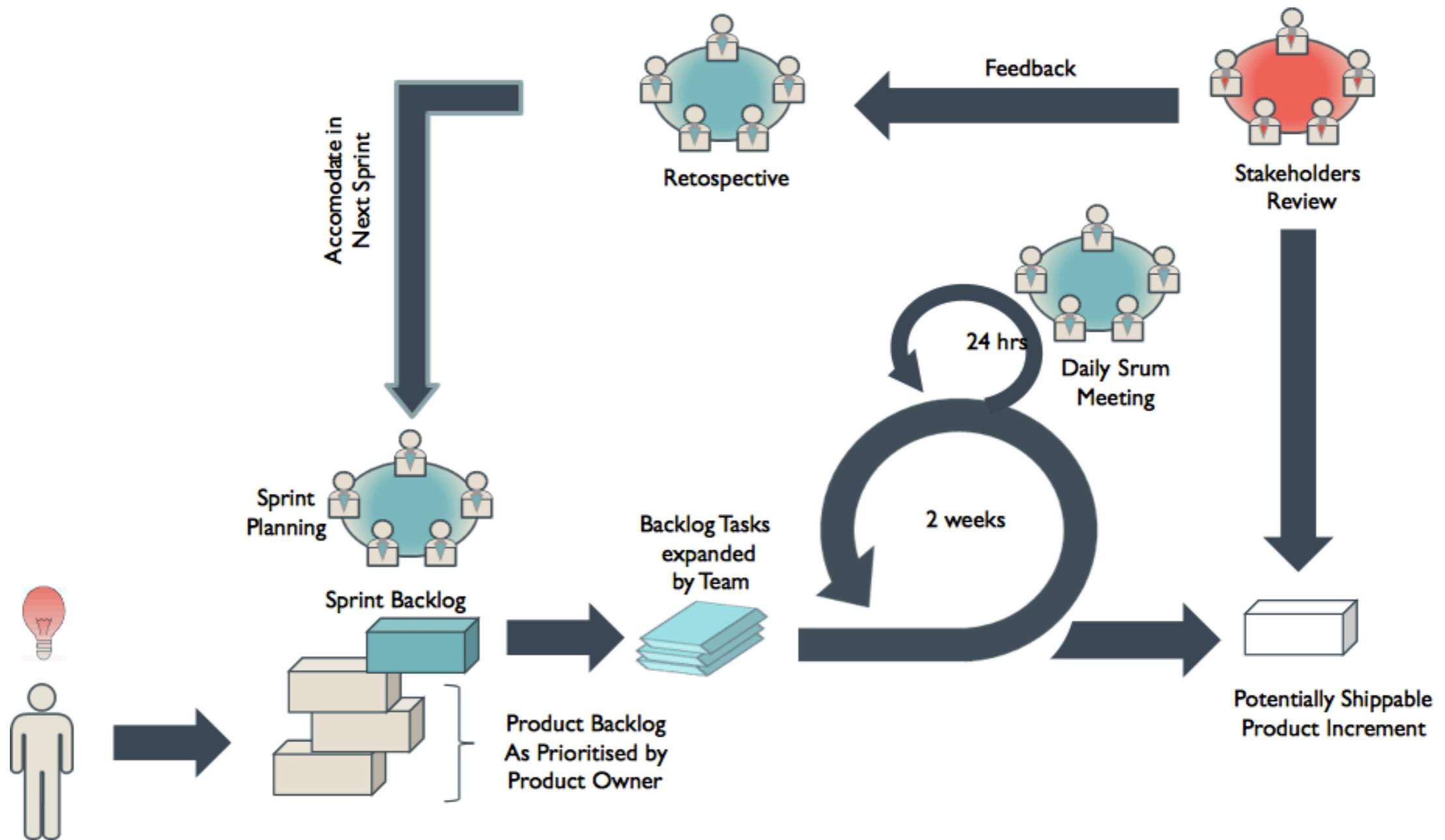
- Just in-time specifications
- Readiness for change
- Efficient requirement communication

How to improve productivity?

- Act
- Reflect
- Adapt

Iterative adaptation

Productivity: iterative adaptation



Sprint Review

- Demo
 - As Expected?
 - Was important functionality built?
 - Is the Order right?

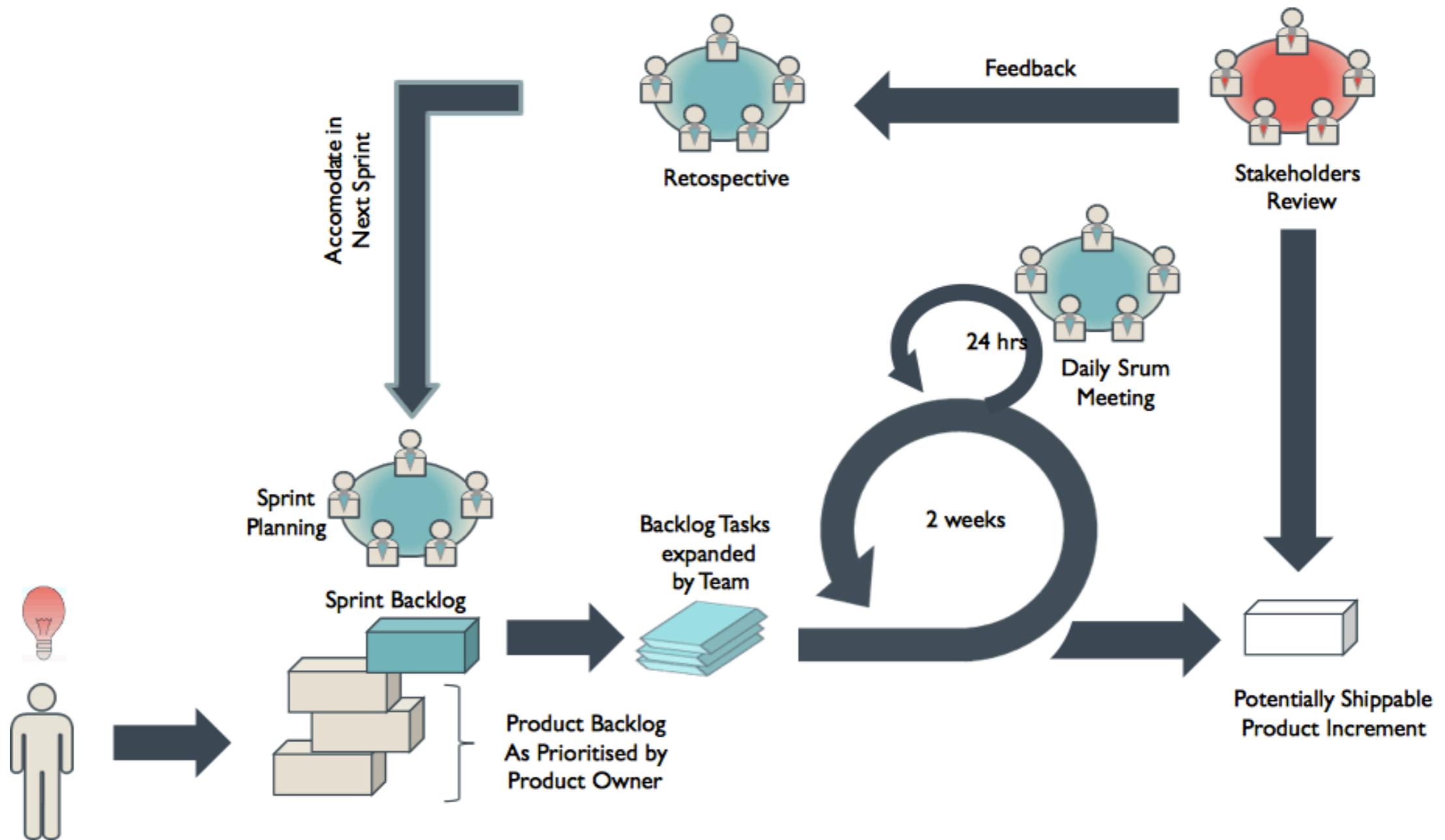
Retrospective

- Team reflects on finished iteration
- Team analyses stakeholder feedback
- Team finds actions to improve productivity

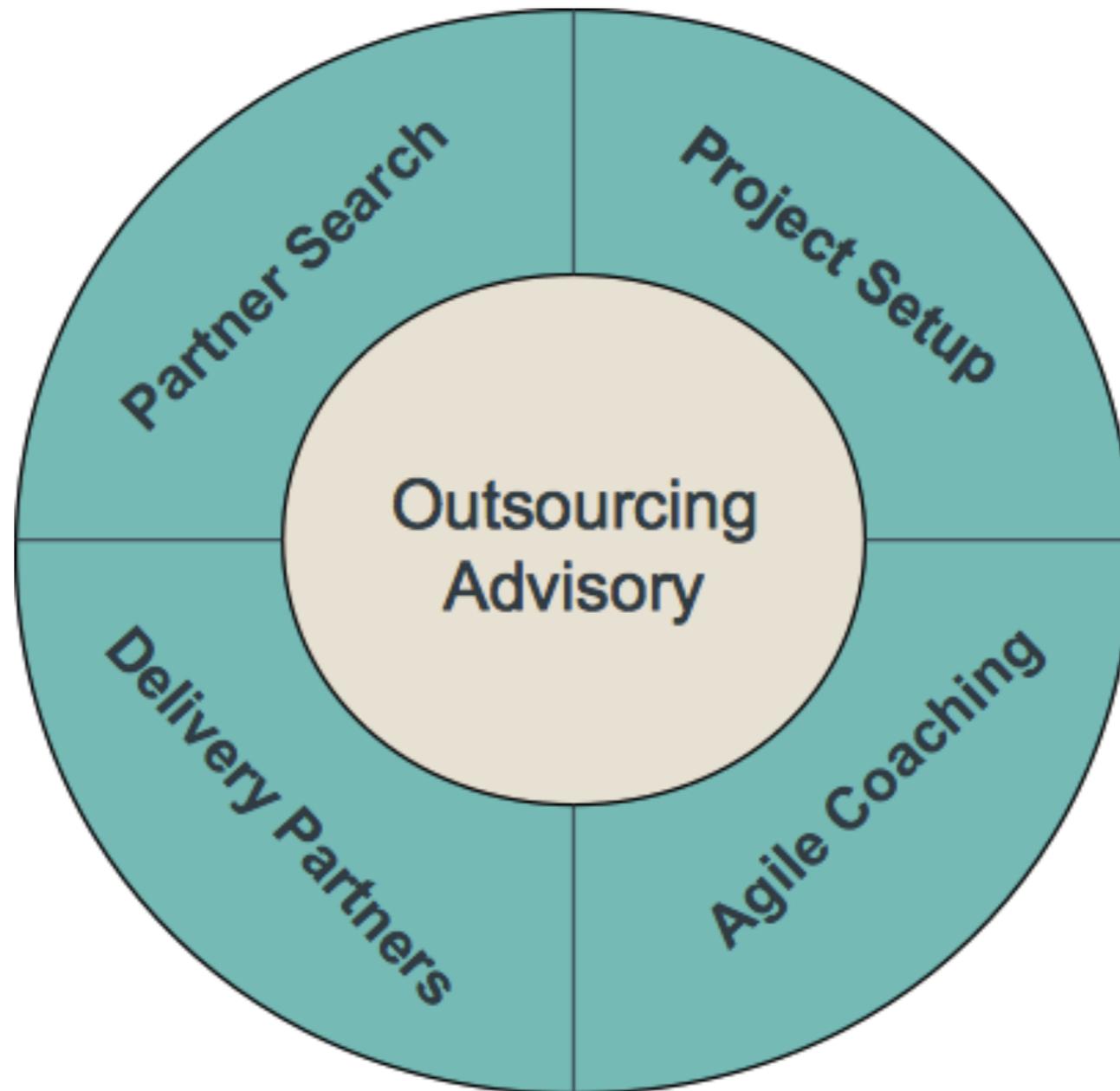
Putting all pieces together

- Establishing control
- Just in-time specification
- Continuous feedback and iterative adaptation

Productivity: iterative adaptation



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- Business process outsourcing



- Gaming
- Social platform integration



- Apps development
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- Agile coaching

Thank You

