



Scrum Day

PRINCIPLE FOR CONTINUOUS DELIVERY IN SCALING

Gaurav Rastogi
Agile Coach



Trainer, Coach and Mentor

- Agile
- Lean
- Lean Startup
- Transformation
- High-Performing Teams
- Communities of Practice
- Product Development

- **Gaurav Rastogi**
– SPC 4.0, CSM, CSPO, CSP



- An Enterprise Agile Coach & IT professional for 15+ years and have worked with clients in Transportation, Retail & e-Commerce, Investment Banking across United States, UK and Asia India and helped large enterprise teams transform into Agile mindset, create innovative culture & feel empowered.

As an Agile coach & Trainer

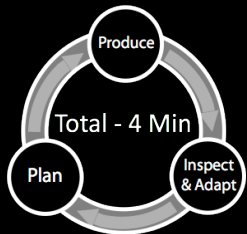
I want to help teams transform into Agile mindset, create Innovative culture & feel empowered

So that the teams are self organised and they help others in the organisation to do the same.

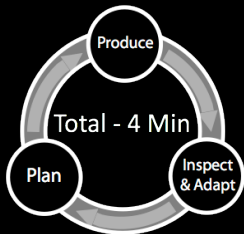
Let's Play and Learn



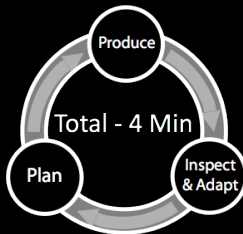
STEP 1



STEP 2



STEP 3



Retro
&
Learn

Let's divide this room into two Teams

Need Volunteers



PM's - 6

Tester - 6

Timer - 2

Scorer

Working Agreements

- Speaker will act as a PO
- Every thing Stops when you hear (sound made by Speaker)
- Please do not hurt each other while passing the object
- Scores to be updated by Tester on the central board
- PO may add rules in between if needed

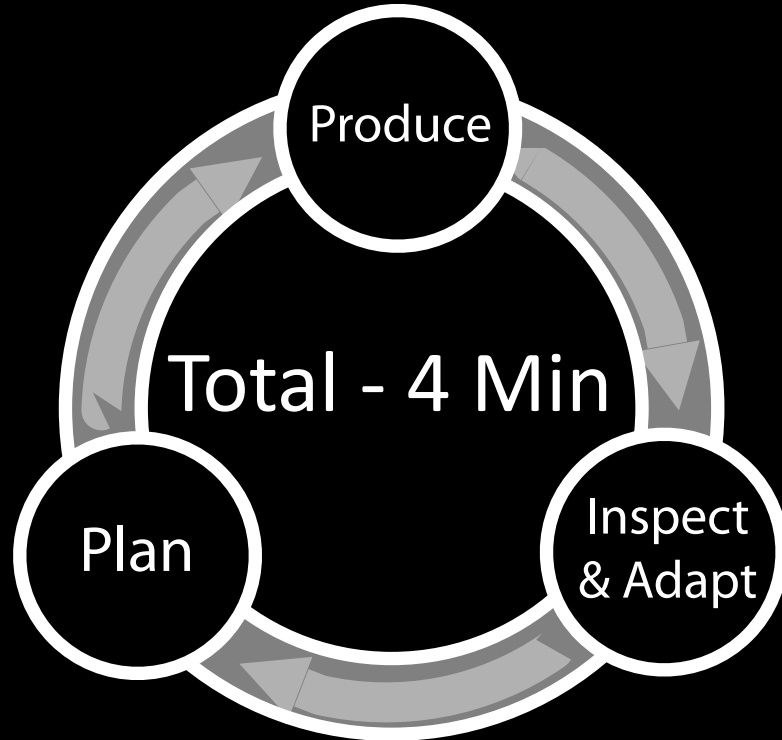
Green project



STEP 1

- Pass the **Green** Object from one pair of hands to another
- ONLY FLYING
- After 15 successful hands it is 1 Release
- If the object gets dropped while passing then the team has to restart the release

Let's Play and Learn



Blue project

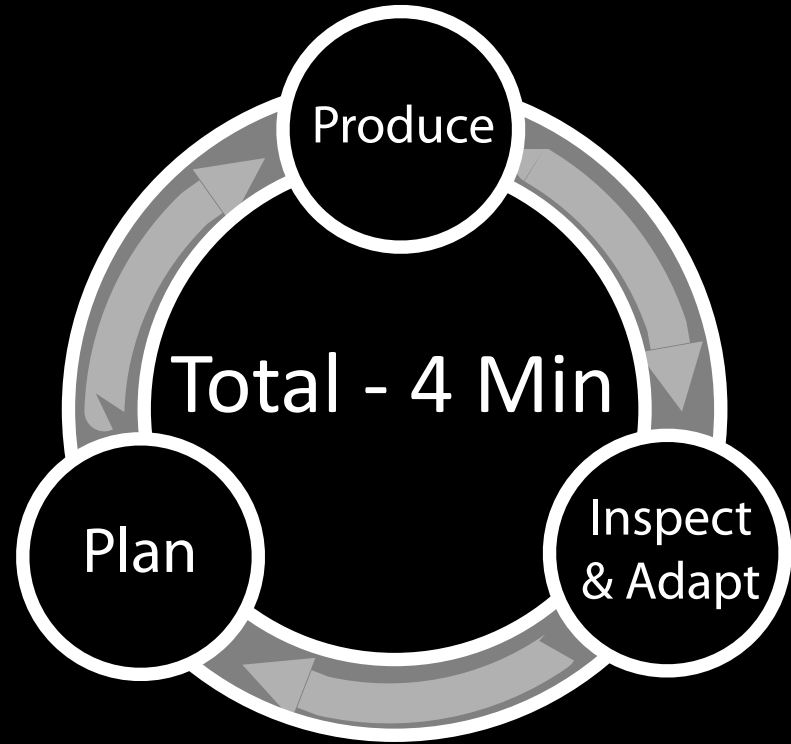


STEP 2

Alphabetical
order of Name

- Pass the **BLUE** Object from one pair of hands to another
- ONLY FLYING
- After 15 successful hands it is 1 Release
- If the object gets dropped while passing then the team has to restart the release

Let's Play and Learn



RED project

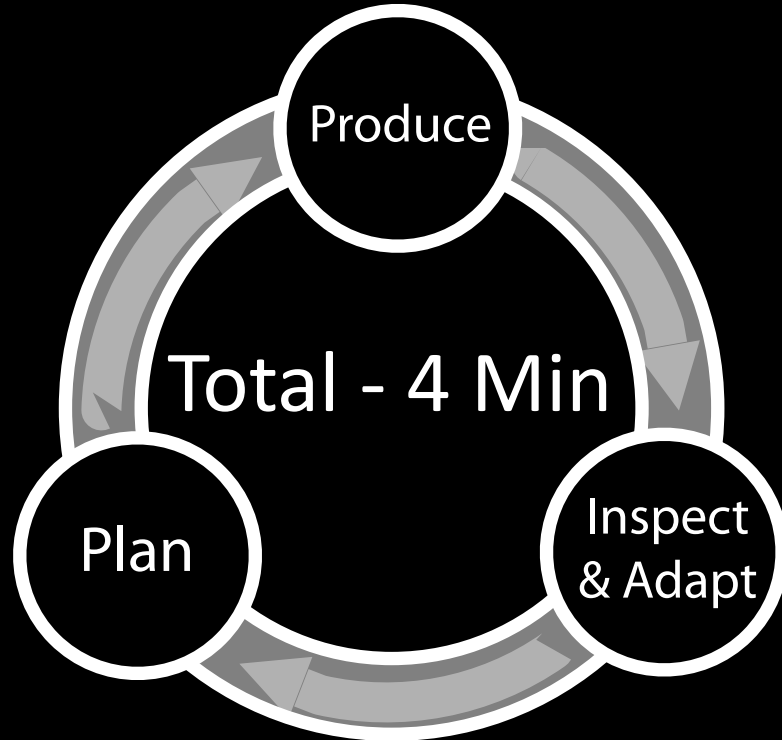


STEP 3

Increasing
order of
Year of Birth

- Pass the RED Object from one pair of hands to another
- ONLY FLYING
- After 15 successful hands it is 1 Release
- If the object gets dropped while passing then the team has to restart the release

Let's Play and Learn



Principle for Continuous Delivery in Scaling

- Have a System View
- Manage Flow
- Sequential
- Bring Work to the people
- Focus on Impediments
- Measure what is left to be done
- Continuous Improvement



Retro
&
Learn

- Add to the list what is working for you.....



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