



ReQtest

# ReQtest

## Scrum requirements management for cloud architecture





## Ulf Eriksson

- Founder of ReQtest
- System owner at ReQtest
- Specialist in testing, requirements management and agile development
- Experience, both on customer side and as a supplier
- Written two books about testing and requirements management




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## ReQtest: Company



-  Founded in **2001**
-  Offices in **Stockholm, Malmö, London** and **Malta**
-  Used by **10,000** users spread over **250** customer ranging from **small and medium sized companies** to **large enterprises** with presence in many countries
-  19 employees
-  Customer Examples: Toyota, Volvo, IBM



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## ReQtest on social media



[linkedin.com/company/reqtest](http://linkedin.com/company/reqtest)



[twitter.com/ReQtester](http://twitter.com/ReQtester)



[facebook.com/ReQtest](http://facebook.com/ReQtest)

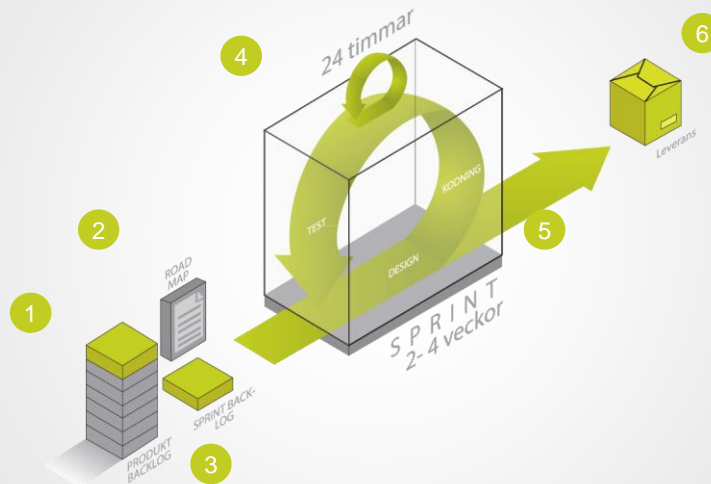


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## Scrum development at ReQtest



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## The Scrum-flow

1. **Product backlog**
  - List of requirements
  - Based on the Roadmap
2. **Sprint planning**
  - Product owner defines sprint goals
  - Product owner chooses requirements from the backlog to fulfil the goal
  - The team estimates
  - The team divides into development tasks
3. **Sprint backlog**
  - List of development tasks
  - Is owned by the team
4. **Daily Scrum**
  - Same time and place every day
  - What is done, what to do, obstacles
  - Update burndown
  - Update sprint backlog
5. **Sprint evaluation**
  - The team demos
  - Retrospective
6. **Deliverance of increment**
  - Version of the system, possible to take into production



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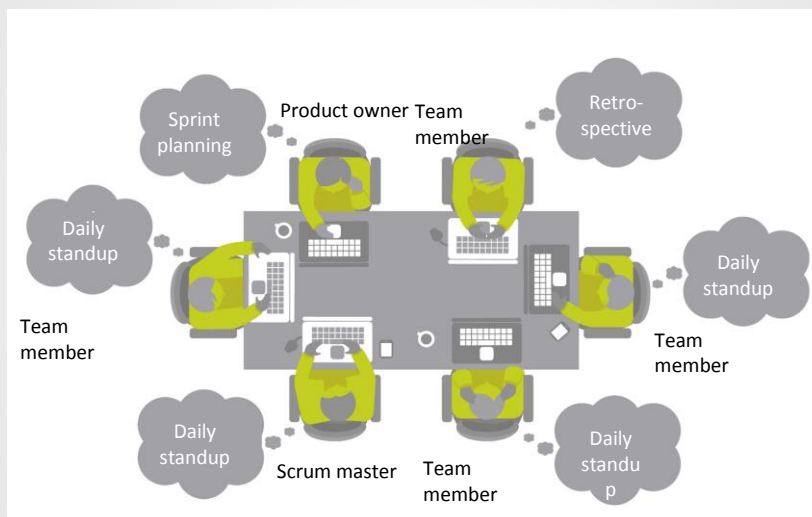
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## Two development teams

- Two products: ReQtest och webben
- One system owner and one product owner
- Ten developers:
  - Two Scrum masters (developers)
  - Five developers in Stockholm
  - Four developers in Malmö
  - One developer in London
- Two testers
- Other stakeholders in the company:
  - Sales, marketing, management



## Communication within the team



## Meetings in agile development



- Shorter meetings often (90 %)
  - Daily scrum every day
  - Continuous dialogue about requirements and mockups
  - Bug bash in every sprint
- Longer meetings when necessary (10 %)
  - Sprint planning: 4 hours
  - Sprint demo ("acceptance testing"): 1 hour
  - Retrospective: 1-2 hours



## Product roadmap



- In agile development it is easy to focus too much on the current sprint
- Product roadmap helps working long term and improves overall understanding within the team
- Contains requirements on a higher level of detail, epics or sub systems

### Roadmap ReQtest

- Partnerlicens med behörighetsroller
- Underlätta insteg
- API för t ex TFS/Jira
- Prioriterade krav från backlog
- Prioriterade krav etapp 2
- Kopplingar
- Kortbetalning
- Kopplingar till automatisering



## Backlog refinement



- Product owner's responsibility
- Continuous task
- Plan ahead 1-2 sprints



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## Sprint planning



- Input: list of requirements
- Backlog refinement
- We estimate using
  - Planning poker
  - T-shirt sizing
  - Number of stickies



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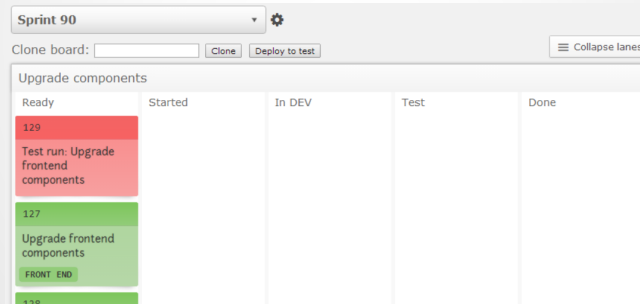
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## Daily scrum at 09:30



- What did I do yesterday?
- What will I do today?
- What obstacles are impeding my progress?



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## Sprint demo



- Ends each sprint
- The team demonstrates developed functionality
- The product owner accepts ("acceptance testing")



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# Retrospective – evaluating the sprint

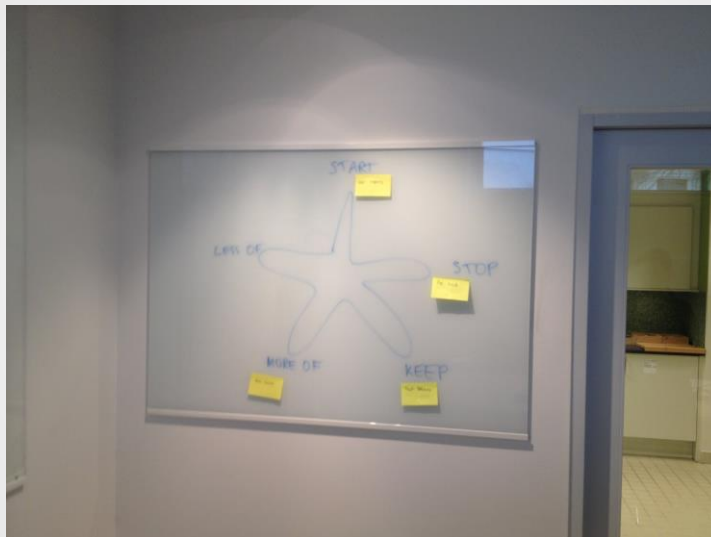


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# Retrospective



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## Communication with customer



- Once a week if the sprint is longer than two weeks
- Sprint demo
- Retrospective
- A shared agile board for the customer and the development team



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## Visualize 1 (of 2)



Sprint 90

Clone board:

Upgrade components

| Ready   | Started | In DEV | Test | Done |
|---|---------|--------|------|------|
| 129<br>Test run: Upgrade frontend components    |         |        |      |      |
| 127<br>Upgrade frontend components<br>FRONT END |         |        |      |      |
| 128   |         |        |      |      |



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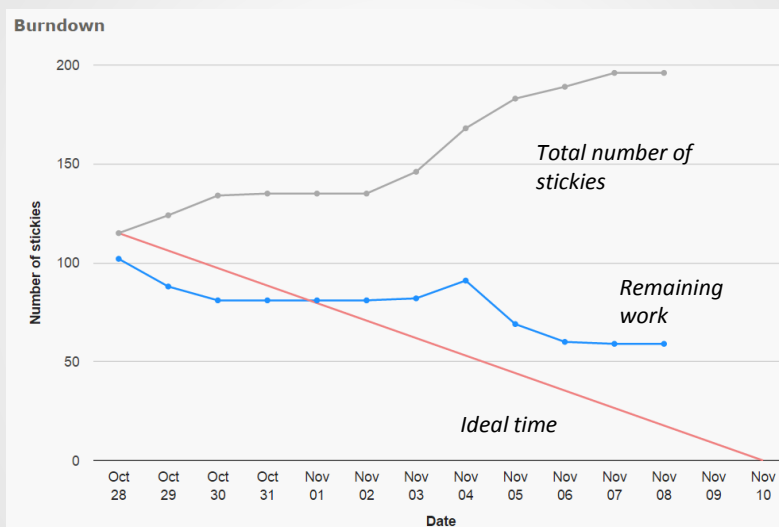
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## Visualize 2 (of 2)

- The Scrum board shows how the work progresses
  - Columns for sprint redo tasks, started and done tasks
  - Sprint backlog = requirements prioritized by the product owner and estimated by the team
  - One lane per requirement and its development tasks



## Burndown chart



## Tools that will help you



- ReQtest
  - Manage requirements, visualise the board, manage testing and bug reports
- Daily builds, automation
- Slack
  - Communication within the team
- Balsamiq Mockups
  - User interface sketches
- Skype
  - Daily standups, demo and other meetings
- Screen Hero
  - Screen sharing, pair programming across offices



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## Our experience of using Scrum in a distributed cloud project



- Scaling from a couple of developers to two teams with 14 persons went smoothly
- When the teams grow you need the right tools
- In order to work distributed you need the right technical setup



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