

# Experience Agile

*The Agile Product Development Learning Experience*

## *Student Guide*

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**Great Teams and Results | Agile | Core Protocols | Open Space Technology**

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## Assignment

Design, implement, and deliver a product that teaches you everything you need to know about Agile

## Agile Product Development Life Span

### Team and Product Launch

- Team formation and product vision
- Create initial Product Backlog items
- Order your Product Backlog
- Estimate Product Backlog items

### Simulated Day 1 (first day of your Sprint)

- Sprint Planning
- Work

### Simulated Day 2

- Daily Scrum
- Work

### Simulated Day 3 (last day of your Sprint)

- Daily Scrum
- Work
- Sprint Review
- Sprint Retrospective



## Introduction

In this project, we will apply everything we've learned about Agile to design, implement, and deliver an actual product. We will go through all of the steps of the Agile product development life span from inception to delivering version 1 of the product. You have all of the resources in the world available to you as you work on this project together.

The project includes an actual Sprint. The duration of the Sprint is three simulated workdays. Each simulated workday includes 15 minutes of actual clock time for getting the work done--you will have 45 minutes of actual clock time to build your product.

If you want help with anything, ask your facilitator. Your facilitator is here to help you. The best way to get the facilitator's help is to ask for it.

**Pro tip:** Ask for help, early and often.

This is not a simulation. We will build and deliver a real product.