Building a Dream Team

Hitting a Grand Slam with Partnership, Collaboration, Co-Location, and Agile Development

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Presenters

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Agenda

- **Field of Dreams** – The Vision
- **Moneyball** – A Lesson in Innovation
- **Fantasy Baseball?** – Reality Check Time
- **The Game Plan** – Preparing for Success
- **Equipment Locker** – The Tools and Technology that Make it Work
- **Let’s Play Ball** – In It to Win It
- **Hitting the Grand Slam** – Teamwork Makes the Dream Work
Field of Dreams – The Vision

- RSD/DPS had long-term plan and goals:
  - Single system to manage all RSD functions
  - Data migration from disparate systems to single RSD database
  - DPS self-maintains
  - Single Sign-on for Constituents
  - Consistent look and feel
  - Potential for Mobile Use

“If you build it, they will come.”
Moneyball – A Lesson in Innovation

Coach Beane’s 5 Steps

- Admit you need help and be open to a solution
  - DPS clear about all goals
  - A lot of prior discussion with limited results
- Solution from an Unexpected Source
  - Five-guys locked in a room to build a proof-of-concept
- Solution may sound totally crazy
  - No up-front documentation of use cases
  - Co-development and co-officing
  - Scrum vs. waterfall
- If the Solution is Solid, Commit
- Persist!

If you have a problem, be open to a solution ... even if it comes from an unexpected source.

The solution might not be traditional...it may sound crazy.

If it seems like a solid idea, commit to it.

Don’t be deterred...persist!
Fantasy Baseball? – Reality Check Time

▲ Can we do this?
  • Consolidation is great, but no one has the $
  • How do we facilitate, procure, and pay for the vision?
  • Can we do it in less than 30 years?

▲ It sounds strange, but yes.
  • Self-funded through current RSD-Texas.gov transaction fees
  • Leverage the Texas.gov Master Agreement
    - Business Case/Project Review Board
    - Customer Agreement Amendment
  • Proof-of-concept – written in Grails in 7 days

“Don’t just play. Play to win.”
The Game Plan – Preparing for Success

- **Resources**
  - Dedicated DPS and Texas.gov personnel
  - Mix of Business and Technical expertise

- **Co-Location**
  - Single, collaborative space

- **Agile Development**
  - Ongoing Scope Revisions
  - Driven by project timing
  - Bi-Weekly Reviews, Retrospectives, and Planning
Let’s Play Ball – In It to Win It

• **Three Teams**
  - Honey Badgers – Inspector/ Station application
  - Zen – Operations & Shared Services, Compliance & Enforcement
  - Flying Pigs – License & Regulatory Services

• **15 2-week Sprints**
  - Development cycle

• **2-phase Pilot**

• **Communication Plan**

“There’s no crying in baseball.”
Let’s Play Ball – SCRUM Roles

▶ **Product Owner**
  - Responsible for product vision
  - Accepts/rejects each product increment
  - Owns product backlog

▶ **SCRUM Development Team**
  - Cross-functional, collaborative
  - Self-organizing, self-managing
  - Negotiates commitment for Sprint with Product Owner

▶ **SCRUM Master**
  - Facilitates SCRUM process, enforces time boxes
  - Helps resolve impediments
  - Leadership role, but no management authority over team
Let’s Play Ball – Agile Epics and User Stories

Inspector/Station

- Report Inspection
- Purchase Certificates
- Renew License

Manage User Profile

- Log In
- Change Password

Manage Inventory

- Project
- Epics

User Stories
Let’s Play Ball – Agile Meetings/Ceremonies

- **Planning** – Team/Product owner negotiate backlog items to work during Sprint
- **Daily SCRUM/Standup** – 15 minute report by Development team
- **Review** – demo of product to stakeholders
- **Retrospective** – inspect and adapt (continuous improvement)
- **Backlog Refinement/Grooming** – ongoing refinement of backlog
Equipment Locker – The Tools and Technology that Make it Work

**GRAILS**
Code accelerators let developers focus on business logic

**Microsoft .NET**
Integrated development environment for high-volume apps

**JIRA**
Agile tracking tool and template for product backlog, Scrum planning, user stories, etc.

**Bamboo**
Continuous integration tool for developers

**GREENHOPPER**
New features to enhance the user experience

**HTML5**
Equipment Locker – The Tools and Technology that Make it Work

Managed Services – Hardware Service and Support

Thin-client Equipment Solution

Help-desk

Thin-Client OS

Agile Training
Hitting a Grand Slam – Teamwork Makes the Dream Work

- Overcame challenges as a team
  - Budget
  - Co-officing
  - Staff turnover
  - New personnel roles with new skillsets
  - Transition
  - Data migration
  - Change
  - Uncooperative Technology

“The way a team plays as a whole determines its success. You may have the greatest bunch of individual stars in the world, but if they don't play together, the club won't be worth a dime.”

- Babe Ruth
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Questions?