

# End-to-End Agile ALM

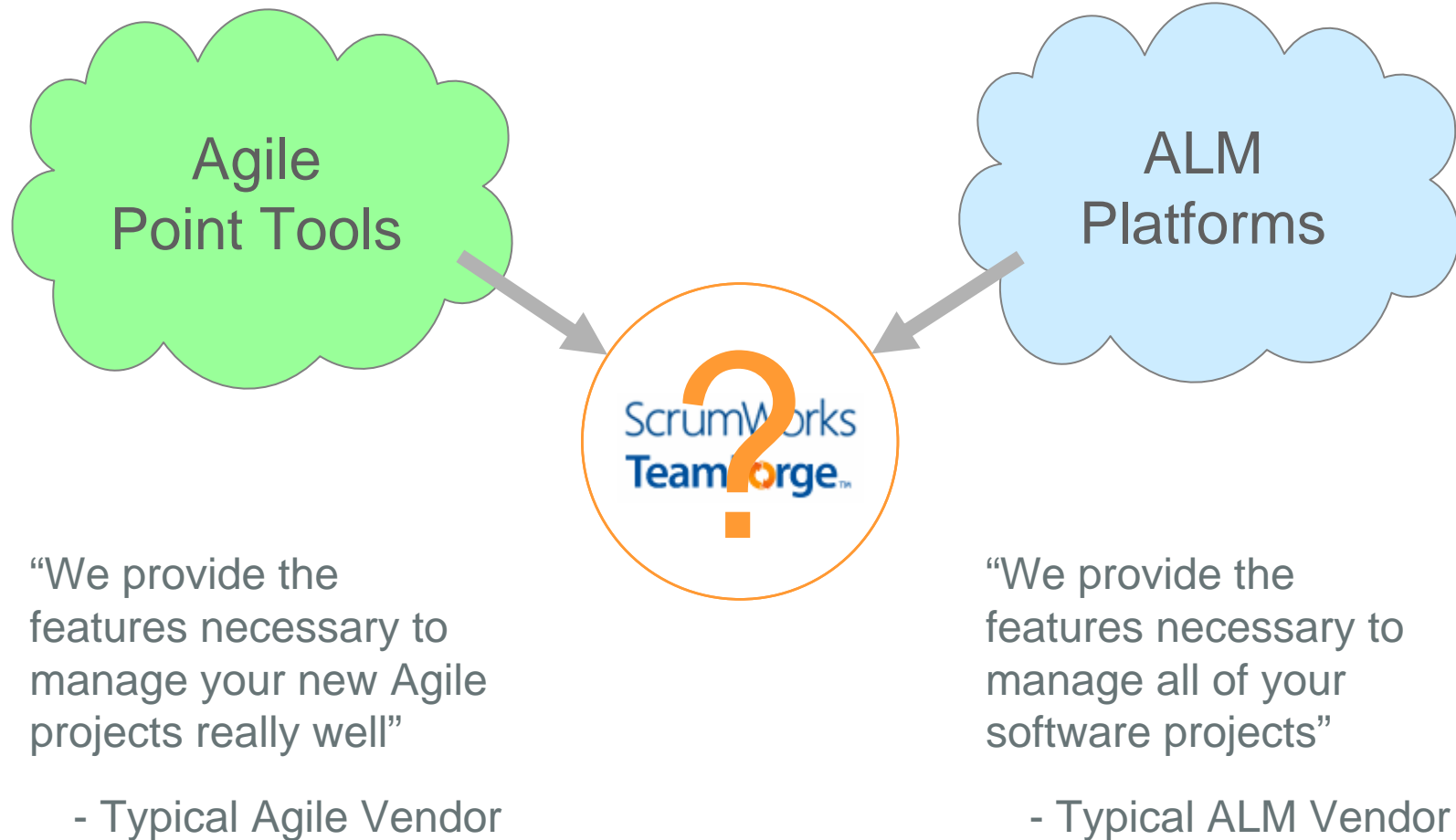
CollabNet Solutions

COLLABNET®

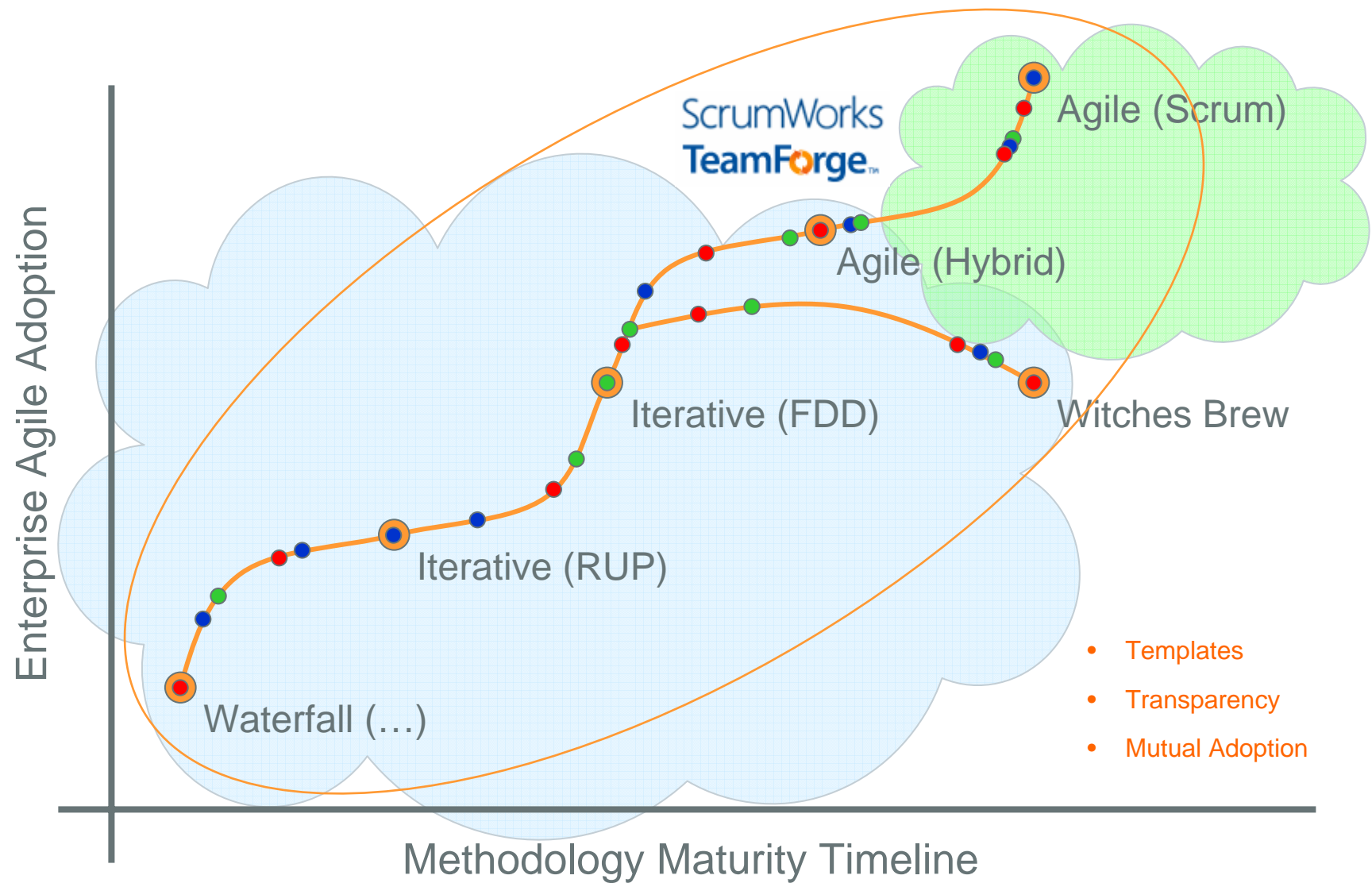
# Today's Agenda

- So, you are looking for Agile development tools?
- Enterprise Agile Adoption – The Real Story
- **ScrumWorks Pro <> TeamForge Integration**
- New to Agile? We can show you the ropes!
- Questions and Answers from our Live Audience

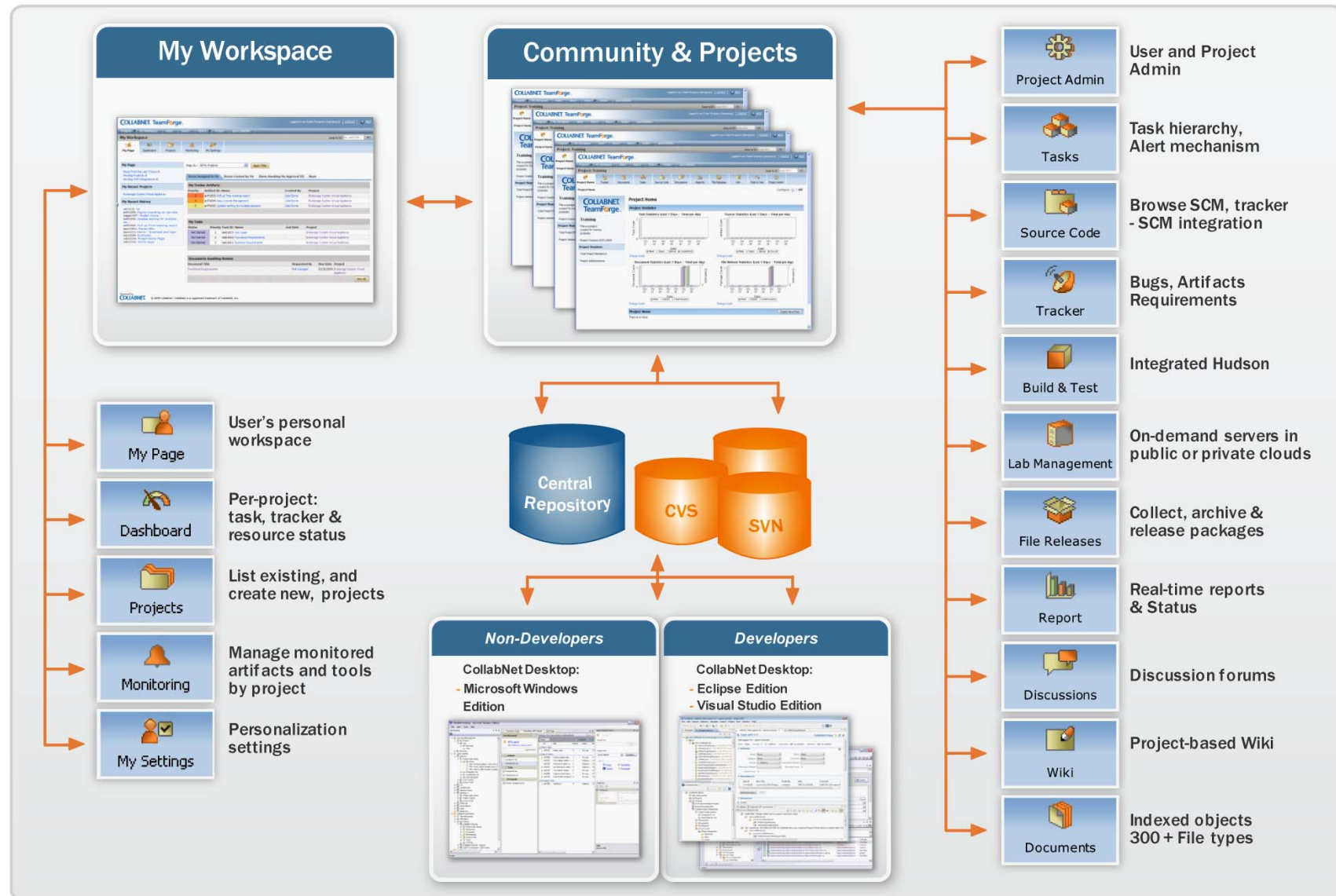
# So, you are looking for Agile development tools?



# Enterprise Agile Adoption – The Real Story

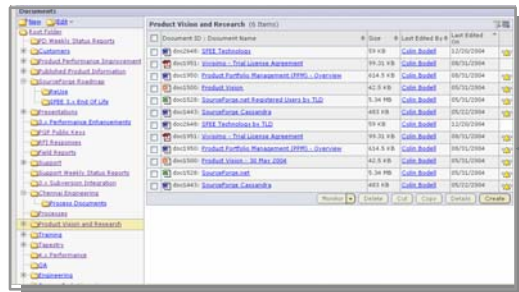


# TeamForge: Quick Feature Review



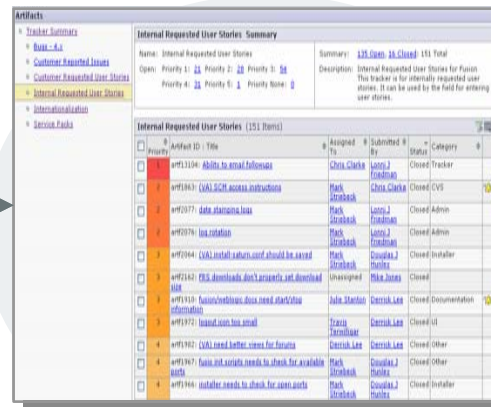
# TeamForge: Complete ALM “Object” Traceability

## Document Manager



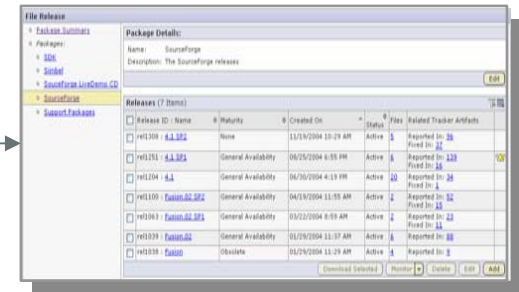
Upload, download, and share versioned documents with the distributed project team

## Tracker



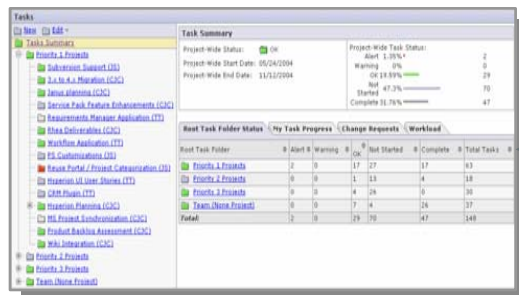
Manage “artifacts” (defects, requirements, user stories, story tasks, risks, tests, and more)

## File Release System



Upload, download, and share software release packages with your customer community

## Task Manager



Upload a MS Project plan to the system and allow participants to update progress in real time

## Source Code Manager

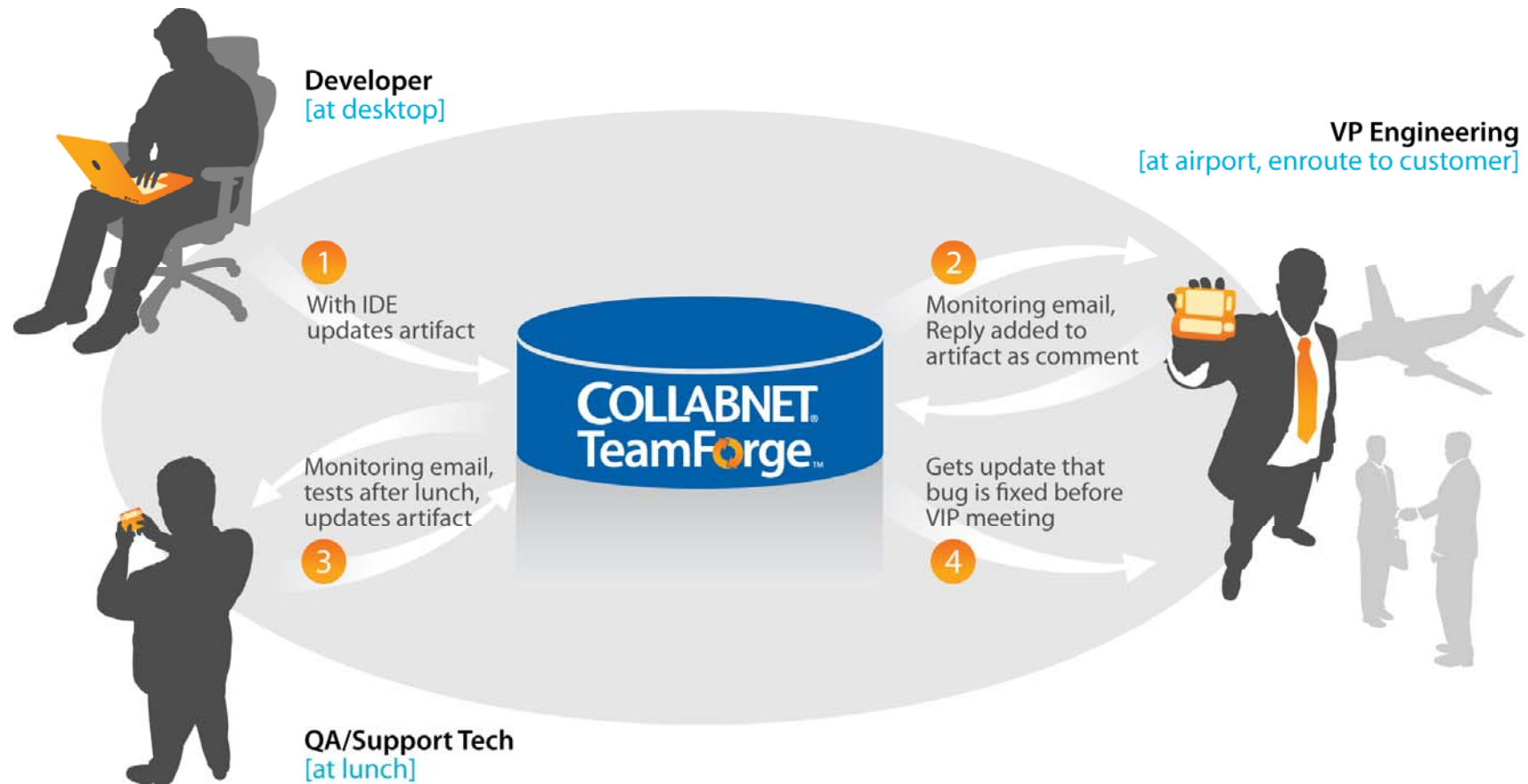


- Every asset is a uniquely identifiable “object”
- Any object can be associated with any other
- Associations are easy to find in the user interface
- Associations provide end-to-end asset traceability!

Connect and manage multiple version control repositories for storing project code, etc.



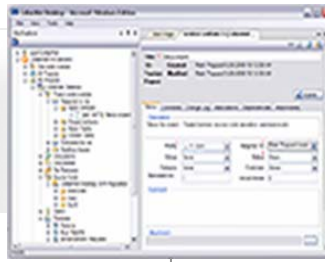
# TeamForge: Stay Up-to-Date on Everything



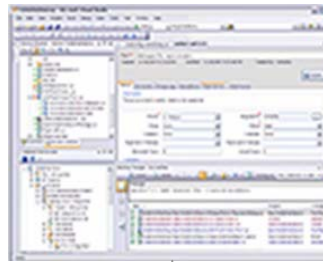
# ScrumWorks Pro <> TeamForge Integration

CollabNet  
Desktops

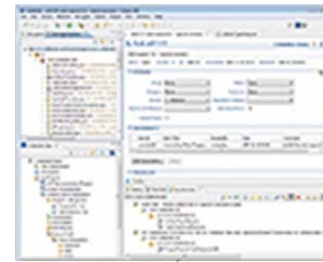
MS Windows Edition



Visual Studio Edition



Eclipse Edition

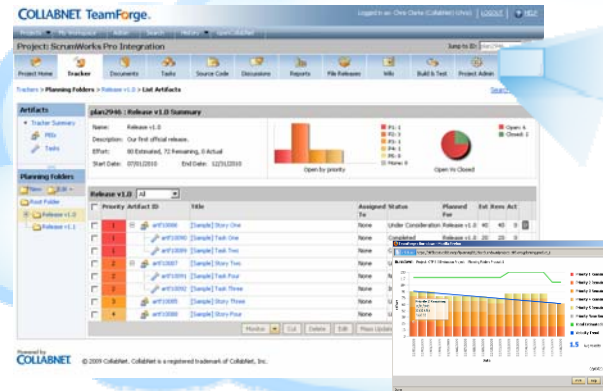


ScrumWorks Pro



CollabNet  
Platform

TeamForge and ScrumWorks Pro



Integrations

CollabNet

Partner

Community

Customer



# ScrumWorks Pro: Quick Feature Review

## • Product Management



- Drag-and-drop interface
- Project milestone management
- Epics for project scope goals
- Prod Mgmt with business weighting/ROI
- Categorization of work using “Themes”
- Custom views with dockable components

## • Reporting and Analytics



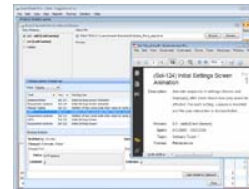
- Real-Time Web Reports
- Forecast Analysis
- Burndown Charts by Theme
- Cross-Product Reporting
- Earned Business Value
- Audit Change Log

## • Sprint Management



- Team Task Board
- Sprint Task Tracking
- “My Tasks” View
- Timesheets and time tracking
- Impediment Tracking
- Custom Sprint Calendars

## • Data Accessibility



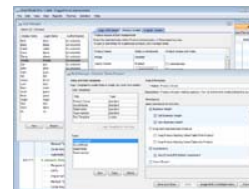
- Full Excel Import/Export
- Printing
- Web Services API
- Database and Backups
- Email Notifications of Events

## • Program Management



- Coordinate multiple products and projects
- Cross-cutting date and feature goals
- Model “components” or “systems”

## • User Management



- Product and Role Permissions
- Directory Authentication Support
- Secure Socket Layers (SSL/HTTPS)

# ScrumWorks Pro: Program View

Program: Card Games			
Card Games: Program Release Planner			
Key	Backlog Items by Release/Epic	Backlog Effort	Status
	<b>2.0</b> <b>1/1/2009 - 11/1/2012</b>	Total: 2308	
	<ul style="list-style-type: none"> <li>Animation                             <ul style="list-style-type: none"> <li>Bridge</li> <li>Cribbage</li> <li>Game Engine</li> <li>Kid's Games</li> <li>Solitaire games</li> </ul> </li> <li>Play Area</li> <li>Dealing</li> <li>Shuffle                             <ul style="list-style-type: none"> <li>Solitaire games</li> </ul> </li> <li>Persistence</li> <li>Uncategorized                             <ul style="list-style-type: none"> <li>Cribbage</li> </ul> </li> </ul>	Total: 743 Total: 106 Total: 199 Total: 105 Total: 105 Total: 228 Total: 368 Total: 276 Total: 161 Total: 161 Total: 468 Total: 574 Total: 8	
Crib-130	[Dealing, Rules Mech...] Play - 3 points for run of 3	4	Not Started
Crib-148	[Scoring] Deal Cards for 3 or 4 Players	1	Not Started
Crib-149	[Scoring] 3 Player Crib Placement	2	Not Started
Crib-152	[Scoring] Determine Order of Play - Dealer's Left	1	Not Started
	Game Engine	Total: 425	
Eng-128	[Dealing, Rules Mech...] Harold's Annoyed	2	Done
Eng-129	[Rules Mechanics, Sh...] William's Annoyed	2	Done
Eng-131	[Bug, Dealing, Rules...] William's Useless Comment	4	Done
Eng-132	[Dealing, Rules Mech...] William's Taunt	2	Done
Eng-134	[Rules Mechanics, Sh...] Betsy's Annoyed	1	Done
Eng-118	[Rules Mechanics, Sh...] Jes' Annoyed	4	Done
Eng-124	[Rules Mechanics, Sh...] Paul's Annoyed	4	Done

# ScrumWorks Pro: Product View

The screenshot displays the ScrumWorks Pro interface with three main panels:

- Left Panel: Sprints in Product Sample Product**

Key	Committed Backlog Items/Tasks	Backl...	Task ...	BW
Cards-27	[Poker] Bet/Call/Raise Button on Play Ar...	1		2
	----- User Acceptance Tests		0	
	----- Documentation		0	
	----- Mock up UI		0	
	----- Implement UI		0	
Cards-28	[Poker] Player Chip Total on Play Area	1		5
	----- User Acceptance Tests		0	
	----- Documentation		0	
	----- Mock up UI		0	
	----- Implement UI		0	
<b>Sprint -- 4/5/2007 - 4/19/2007</b>		<b>Total:...</b>	<b>Total: 0</b>	<b>Total:...</b>
Cards-1...	[Bug, Poker] Fold Button gets hit in wron...	6		14
	----- Implement UI		0	
	----- Automate Integration Test		0	
	----- User Acceptance Tests		0	
Cards-1...	[Bug, Poker] Player Chip Total Font Issue	4		11
	----- Implement UI		0	
	----- User Acceptance Tests		0	
	----- Manually test Card Dragging		0	
Cards-1...	[Bug, Poker] All In puts all players chips ...	3		5
	----- Implement UI		0	
	----- User Acceptance Tests		0	
	----- Manually test		0	
	----- Documentation		0	
Cards-12	[Poker] Poker Calli			
	----- User Accept			
	----- Documentation		0	
- Right Panel: Sample Product: Product Backlog**

Key	Uncommitted Backlog Items/Tasks	Backlog ...	rBV	ROI
Cards-73	[Card Managment, Rob...] Customizable Card Backs - .GIF	2	0%	0.45
Cards-162	[Bug, Card Managment...] The A in all Ace cards is Upside Down	3	2%	1.05
Cards-178	[Bug] After the Computer Checks in Stud the screen sometimes g...	1	1%	2.70
Cards-176	[Bug] Third Street Bet in Stud Crashes the Game	3	1%	0.90
<b>Wish List - No dates makes this release just for sorting</b>		<b>Total: 1...</b>		
Cards-75	[Epic] Online Casino Play	80	-	-
Cards-70	[Card Managment, Rob...] Animated Card Faces	5	12%	4.12
Cards-105	[Card Managment] Play Deck - Multiple Decks	-	-	-
Cards-80	[Epic] Hand Probability	20	61%	5.15
Cards-71	[Card Managment, Rob...] Shuffle Animation	2	12%	10...
Cards-77	[Robustness] Ornate Dealer Token	2	-	-
Cards-79	[Robustness] Shuffle Noise	1	15%	25...
Cards-76	[Enic] Stud Poker Variants	60	-	-
- Bottom Panel: Sample Product: Editors**

Tab: Bet/Call/Rais..

Basic Info | Business Weight | Themes | History | Attachments

**\* Title:** Bet/Call/Raise Button on Play Area **Key:** Cards-27

**Description:** User Story:  
As a player I need a button on the play area that allows me to place a bet which could entail Calling or Raising.

**Definition of Done:**  
 - When there is a button on the play area labeled Call/Raise/Bet.  
 - When this button is only labled Bet when it is the current players bet.  
 - When the button is labeled Call or Raise when it is not the players bet.

**fort:** 1 **Release:** Release 1.0 - Done and placed on bottom to be out of ... ☒ Done

Story Points(1-10)

Apply OK Cancel

1 Backlog Item: 1 Story Points(1-10) 4 Tasks: 0 hours estimated remaining

Story created in  
ScrumWorks Pro

# TeamForge: Product/Release View

**Project: Sample Product** Jump to ID: plan4107 GO

Project Home Tracker Documents Tasks Source Code Discussions Reports File Releases Wiki Build & Test Project Admin

Trackers > **Planning Folders** > Sample Product > Release 1.0 > List Artifacts Search Tracker

**Artifacts**

- Tracker Summary
- Product Backlog Items**
- Tasks

**Planning Folders**

- New Edit
- Root Folder
  - Sample Product**
    - Release 1.0**
    - Release 1.1
    - Wish List

**plan4107 : Release 1.0 Summary**

Name: Release 1.0

Description:

Effort: 0 Estimated, 0 Remaining, 0 Actual

Start Date: 02/19/2007 End Date: 05/21/2007

Burndown Open by priority

Open Vs Closed

P1: 0 P2: 0 P3: 0 P4: 0 P5: 0 None: 61

Open: 61 Closed: 253

**Release 1.0** Open only

Priority	Artifact ID	Title	Assigned To	Status	Planned For	Est	Rem	Act
None	artf10317	1st Betting Round - 5 Card Draw	None	Done	Sample Product > Release 1.0		0	
None	artf10249	2nd Betting Round - 5 card Draw	None	Done	Sample Product > Release 1.0		0	
None	artf10293	All In puts all players chips in every time	None	Done	Sample Product > Release 1.0		0	
None	artf10290	Ante	None	Done	Sample Product > Release 1.0		0	
None	artf10315	Automatic Sorting of the Poker Hand	None	Done	Sample Product > Release 1.0		0	
None	artf10350	Bet/Call/Raise Button on Play Area	None	Done	Sample Product > Release 1.0		0	
None	artf10253	Card Back Graphics	None	Done	Sample Product > Release 1.0		0	
None	artf10240	Card Dragging	None	Done	Sample Product > Release 1.0		0	
None	artf10247	Card Face Graphics	None	Done	Sample Product > Release 1.0		0	
None	artf10245	Clean sharp edges in graphics - Buttons	None	Done	Sample Product > Release 1.0		0	

# TeamForge: Backlog Item View

## Artifact art10350 : Bet/Call/Raise Button on Play Area

Tracker: Product Backlog Items

Title: Bet/Call/Raise Button on Play Area

Description: User Story:

As a player I need a button on the play area that allows me to place a bet which could entail Calling or Raising.

Definition of Done:

- When there is a button on the play area labeled Call/Raise/Bet.
- When this button is only labeled Bet when it is the current players bet.
- When the button is labeled Call or Raise when it is not the players bet.

Submitted By: CCF Connector User

Submitted On: 06/04/2010 4:34 PM PDT

Last Modified: 06/04/2010 4:34 PM PDT

User Story/Backlog  
Item from  
ScrumWorks Pro

Status / Comments

Change Log

Associations

Dependencies (4)

Attachments

### Status

Status: \*

Done

Category:

None

Priority:

None

Assigned To:

None

Planning Folder: Sample Product > Release 1.0

Calculate Effort: ☒ Sum effort from children

Remaining Effort:

0

Benefit:

1

Penalty:

1

Backlog Effort:

1

SWP-Key:

Cards-27

Team/Sprint:

Sample Team One 2007-03-21 - 2007-04-04

Sprint Start:

03/21/2007

(MM/dd/yyyy)

Sprint End:

04/04/2007

(MM/dd/yyyy)

### Comment

Comment Text:

Attachments:

Browse...

Team and Sprint from  
ScrumWorks Pro



# TeamForge: Integrated ScrumWorks Taskboard

COLLABNET TeamForge™

Logged in as: Chris Clarke (CollabNet) (chris) | LOGOUT | ? HELP

Projects | My Workspace | Admin | Search | History | openCollabNet

Project: ScrumWorks Pro Integration

Jump to ID: Ex: artf2345 GO

Project Home | Tracker | Documents | Tasks | Source Code | Discussions | Reports | File Releases | Wiki | Build & Test | Project Admin | ScrumWorks

Project Home > ScrumWorks

Taskboard: All Tasks

☒ Collapse Backlog Item rows when all Tasks are done ☒ Highlight Tasks Joe (joe)

Backlog Items	Tasks / Status			
	Not Started 30 Tasks	Impeded 4 Tasks	In Progress 14 Tasks	Done 8 Tasks
(Demo-70) Animated Card Faces User Story: As a user I would like to see the face cards animated, looking around and reacting to how they were placed. Definition of Done: - When face cards are animated http:// Estimate: 5 <input checked="" type="checkbox"/> Done <a href="#">+ Task</a>	<a href="#">Another task</a> Hrs: 5 (unspecified) ▶ <a href="#">Brand New Task</a> Hrs: 0 (unspecified) ▶ <a href="#">Brand New Task</a> Hrs: 0 Dave (dave) ▶ <a href="#">Document</a> Hrs: 4 (unspecified) ▶		<a href="#">Task</a> Hrs: 6 Joe (joe) ▶ <a href="#">Automate Integration Test</a> Hrs: 6 Joe (joe) ▶	
(Demo-370) Poker Hand Rankings User Story: As a player of any poker game the a Ranking of Poker Hands will need to be referenced any time two or more players choose to play the hand to the end instead of folding.	<a href="#">Mock up UI</a> Hrs: 7 Beth (beth) ▶ <a href="#">User Acceptance Tests</a> Hrs: 5 Beth (beth) ▶ <a href="#">Manually test Card Dra...</a> Hrs: 4 Beth (beth) ▶	<a href="#">Documentation</a> Hrs: 6 Dave (dave) ▶	<a href="#">Implement UI</a> Hrs: 4 Beth (beth) ▶ <a href="#">Title</a> Hrs: 4 Joe (joe) ▶ <a href="#">Implement UI</a> Hrs: 3 Dave (dave) ▶	<a href="#">User Acceptance Tests</a> Hrs: 0 Joe (joe) ▶ <a href="#">hour estimate</a> Hrs: 0 Beth (beth) ▶

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Dev Taskboard  
(Embedded UI)

# ScrumWorks Pro: Forecasting Releases



# CollabNet is now the thought leader in Scrum

- Sounds simple, but it's hard
- CollabNet trains more “ScrumMasters” than anyone, period
  - ~2400 people trained in 2009
  - 6500+ people trained overall → 11% of the world's ScrumMasters
- Most in-house expertise
  - 5 Certified Scrum Trainers
- Thought leadership
  - We've been doing this since 2003
  - Deep Scrum experience across all industries and sizes
  - Agile community leaders
    - Agile Alliance board members
    - Conference submission reviewers and planners

# New to Agile? We can show you the ropes!

- Certified Scrum Courses
  - Public courses throughout N. America and Europe
  - Private courses on demand for organizations moving to Scrum
- Coaching
  - Our team possesses deep experience leading organizations — from small businesses to multi-national enterprises — through Scrum transformations
- Free Webinars
  - Led by our experts on a range of topics
- Find out more
  - <http://www.danube.com/training>



# If you remember nothing else...

- CollabNet is uniquely poised to empower enterprises with “Agile ALM”, no matter where they are on the Agile adoption curve.
- By using the ScrumWorks Pro / TeamForge combination, your organization is poised for a smooth on-ramp to Agility and Scrum:
  - Full support for Agile Scrum
  - Full support for mixed methodologies
  - Full ALM traceability (from backlogs to code/test)
  - Our award-winning project collaboration infrastructure
- The ScrumWorks Pro / TeamForge integration is available now!
- New to Agile? We have trained more ScrumMasters than anyone!
- Please visit [www.collab.net](http://www.collab.net) for pricing, packaging, training, and more...



# Questions and Answers

## From our Live Audience