

# Strategies for replacing systems in agile projects

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# Professional product owner



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- incremental development
- private and public organizations
- 1-3 years duration



# Release management

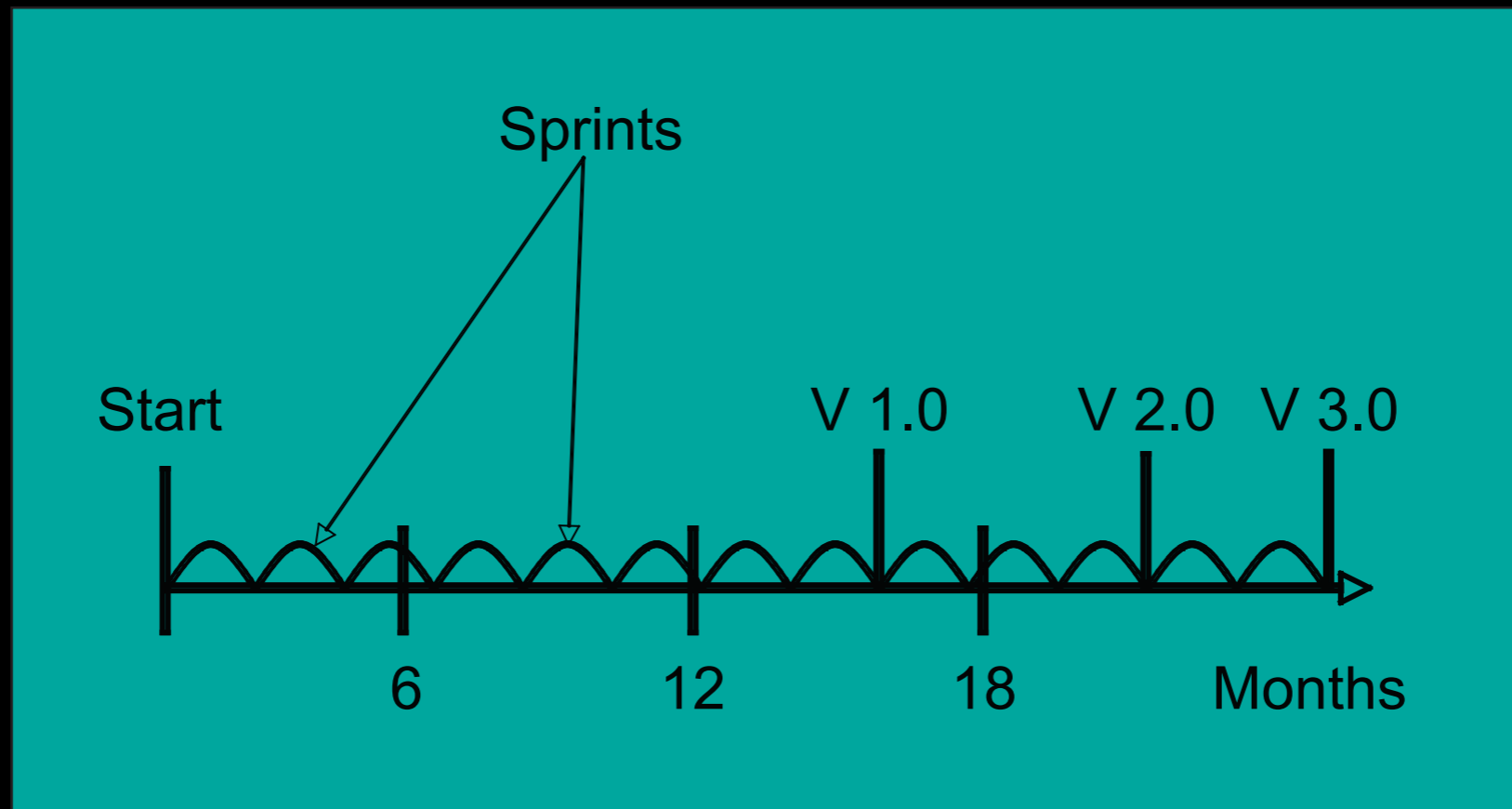
# Release management

- poor release management regularly kills projects

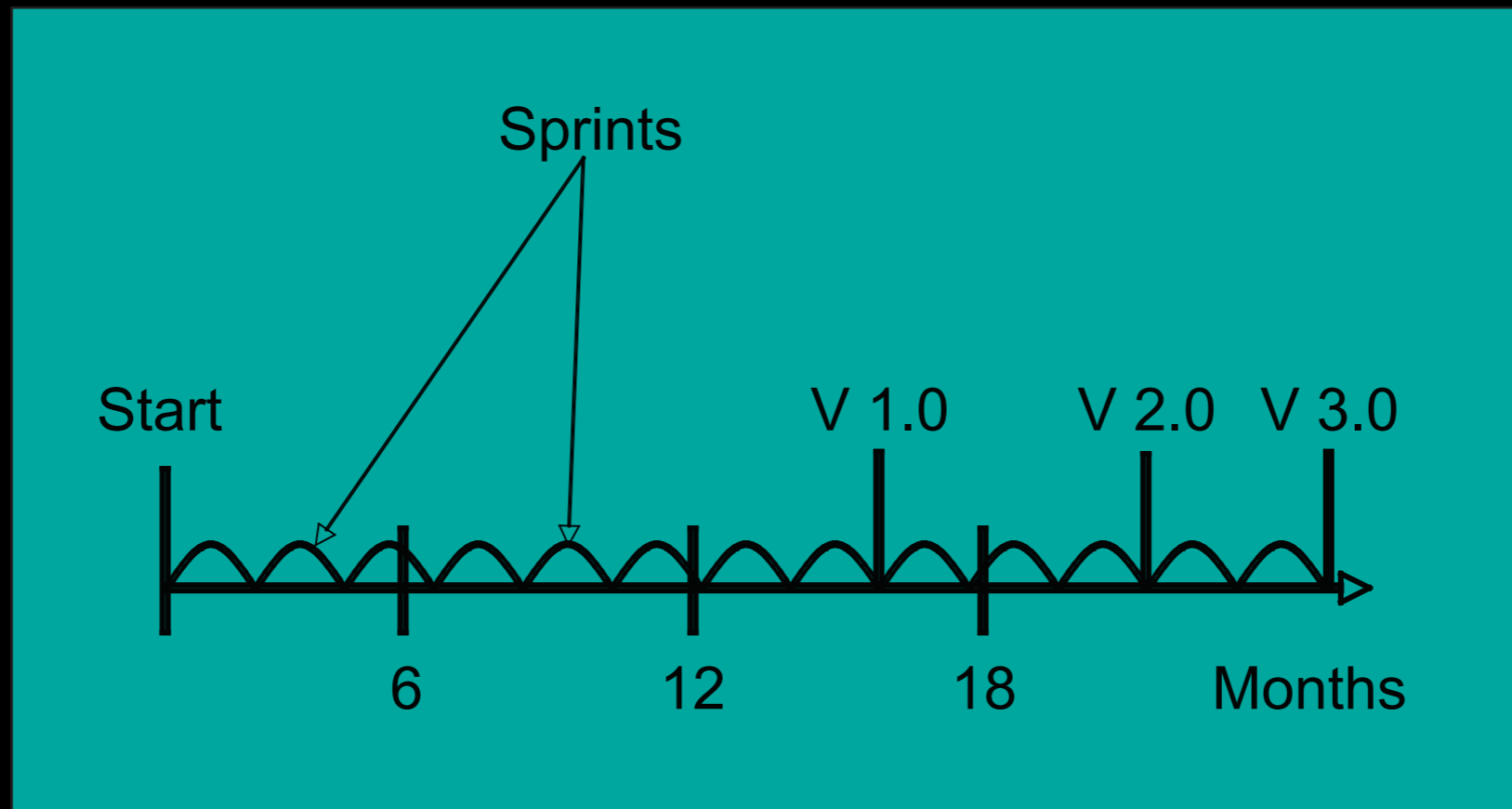
# Release management

- poor release management regularly kills projects
- «potentially shippable» – not good enough

# The replacement project's dilemma



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- Minimal Deployable Entity



# MDE vs. MMF

(Minimal marketable feature)

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## (Minimal marketable feature)

- MMF  $\Rightarrow$  which function has greatest value?

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## (Minimal marketable feature)

- MMF  $\Rightarrow$  which function has greatest value?
- MDE  $\Rightarrow$  how do we minimize project risk?

# Case 1: research application system

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- context: «introvert» legacy system

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- goal: more efficient processes and openness to external parties

# Case 1: strategies used

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- shared database



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- shared database
- releases followed workflow

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- shared database
- releases followed workflow
- limited releases

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- shared database
- releases followed workflow
- limited releases
- tight scope control

# Case 2: book club system

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- context: legacy system leased as an ASP service

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- goal: increased cross-selling between channels

# Case 2: evolving strategies

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- New book club strategy



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- ~~New book club strategy~~
- New business strategy

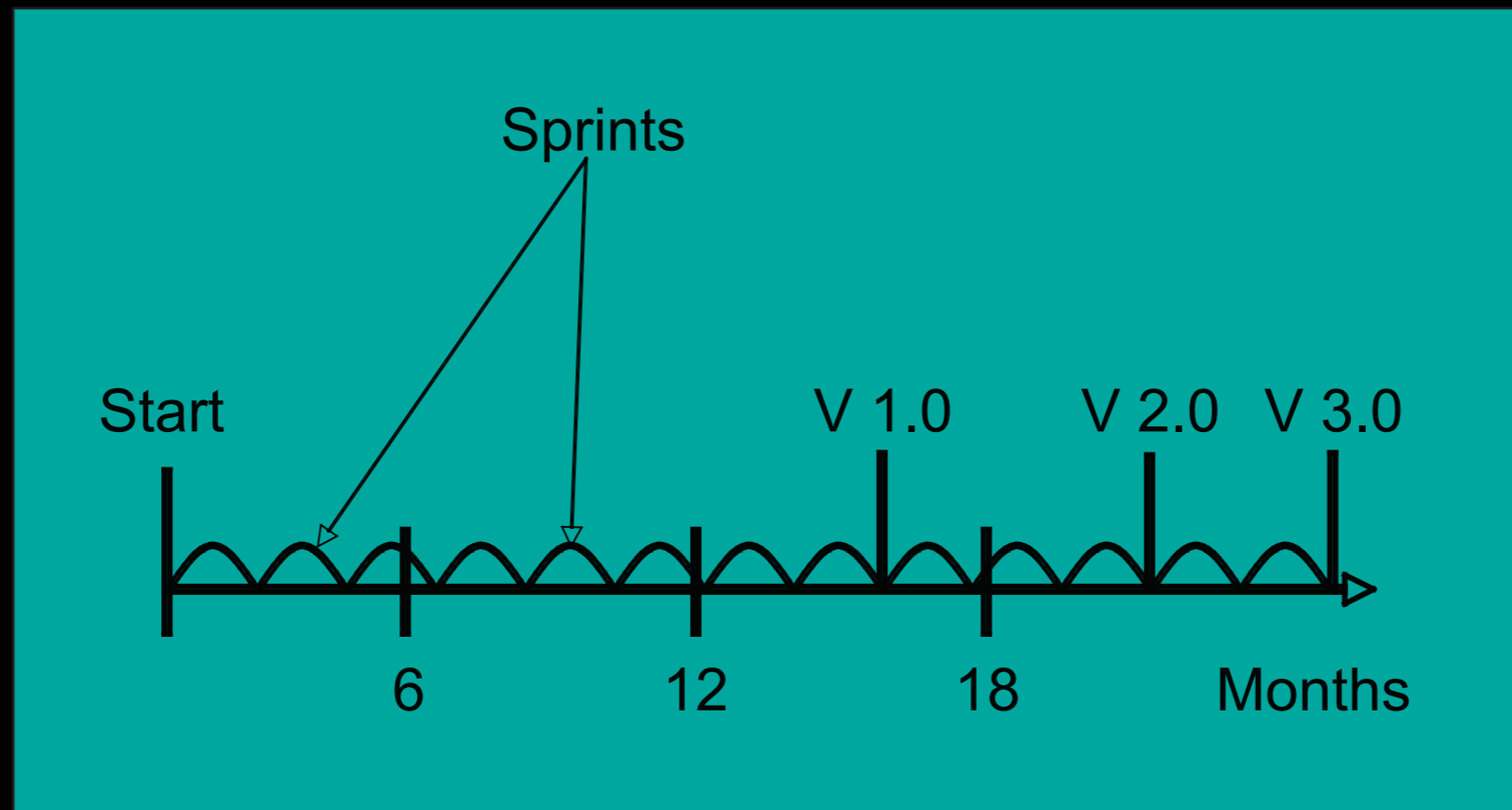
# Case 2: evolving strategies

- ~~New book club strategy~~
- ~~New business strategy~~

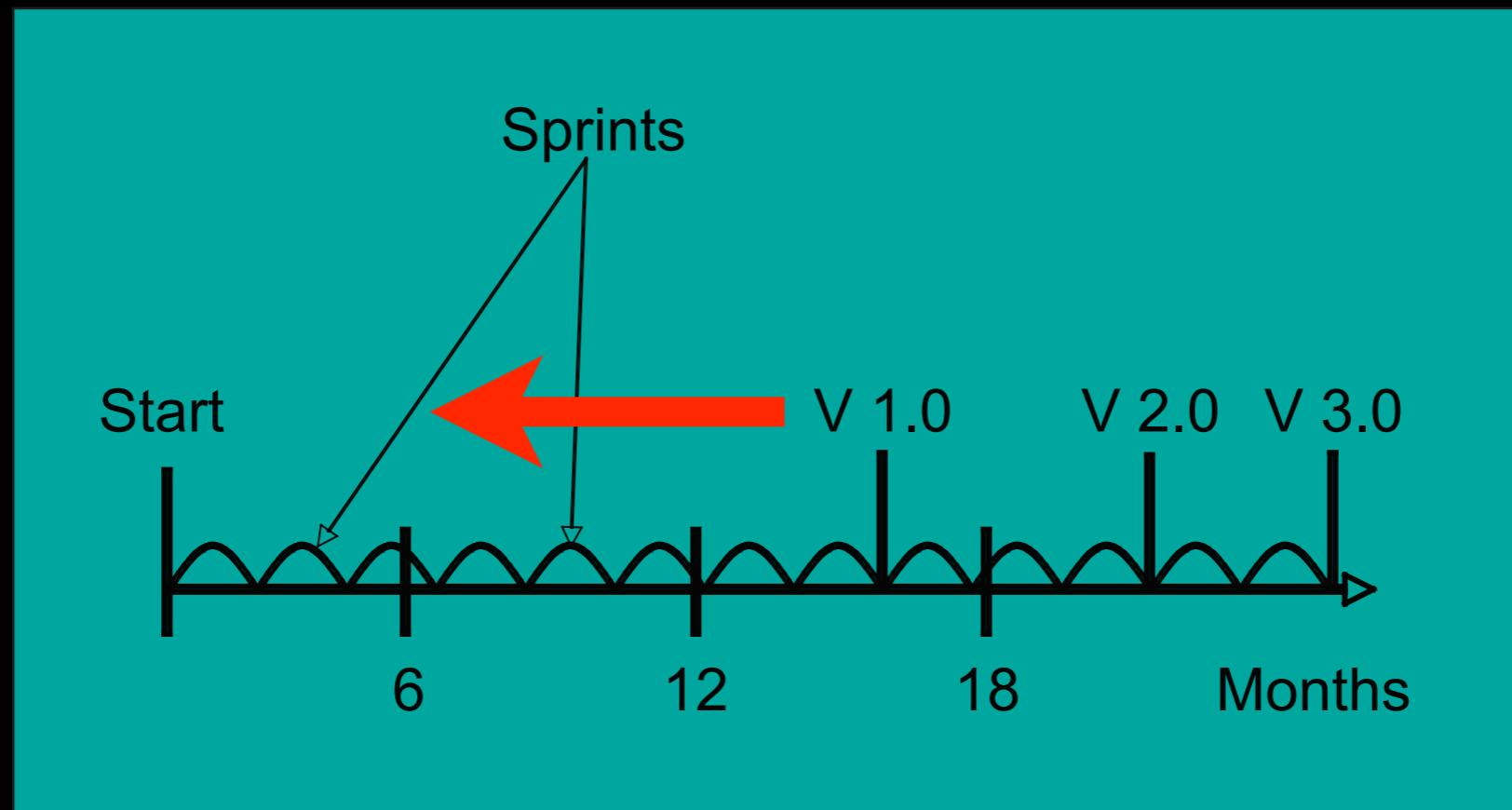
# Case 2: evolving strategies

- ~~New book club strategy~~
- ~~New business strategy~~
- Club by club strategy

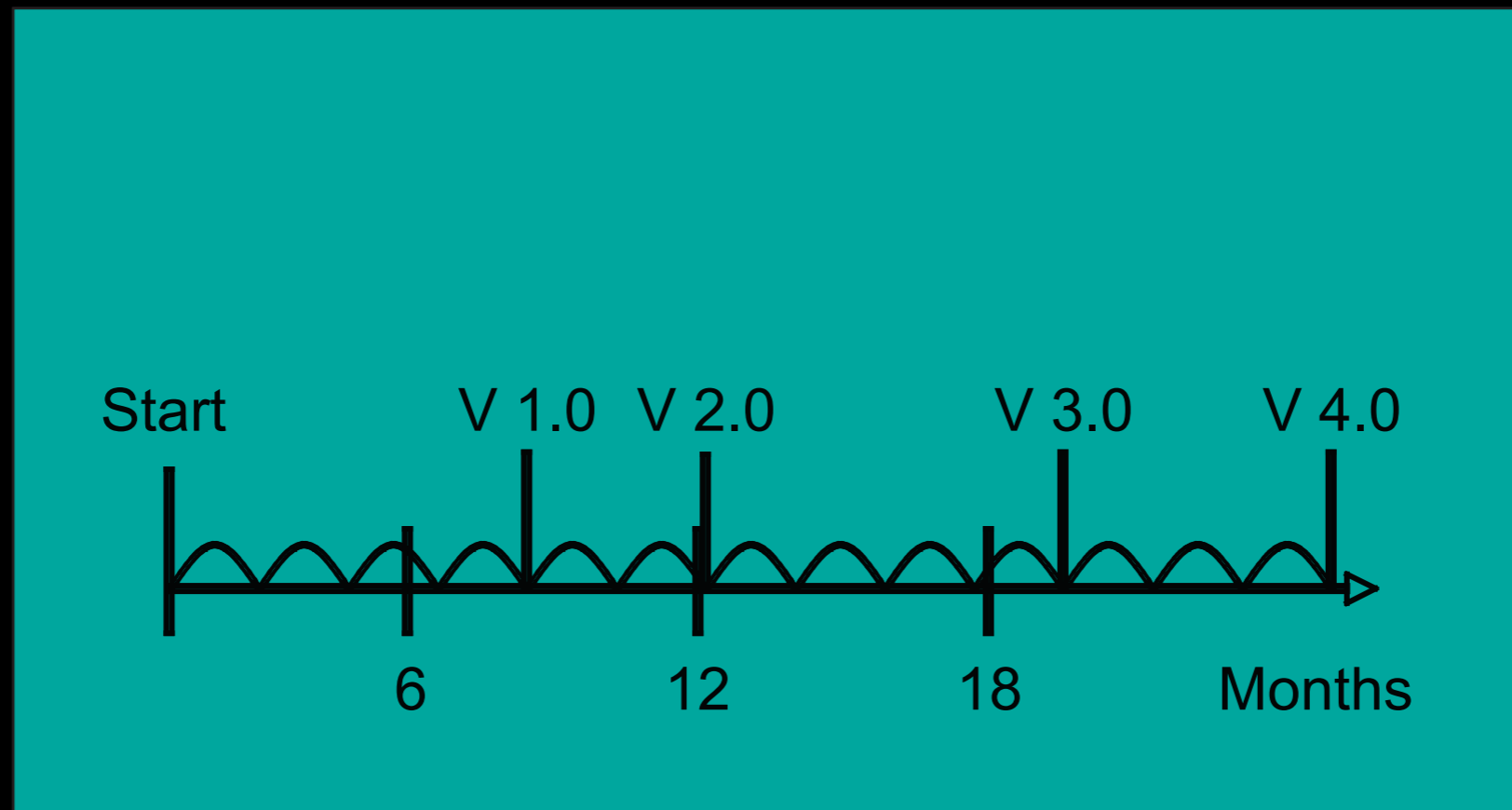
# The craft of minimizing MDE



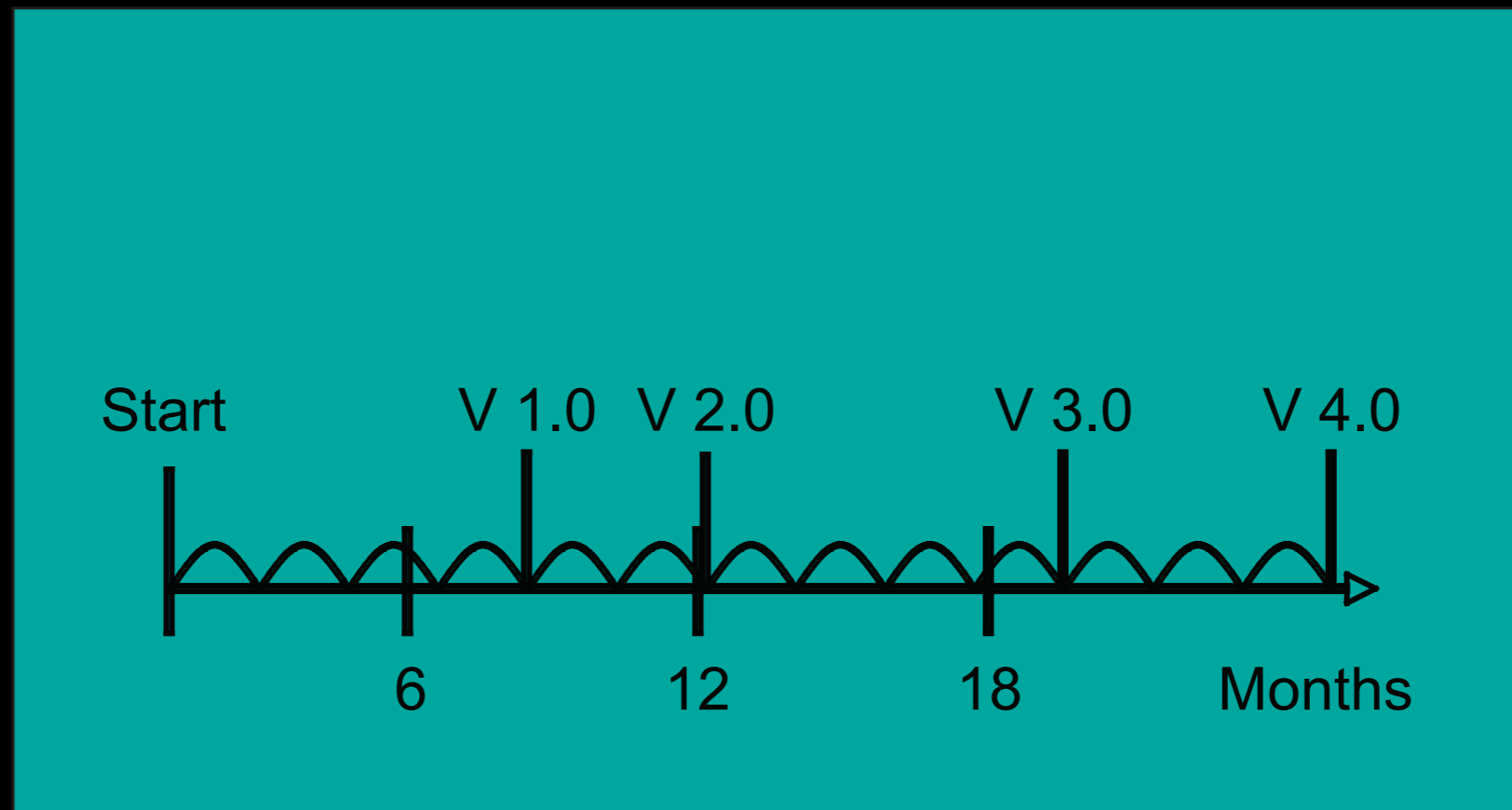
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- principles + patterns = strategy



# Principles

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- distilled advise

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- applicability can vary

# Limited deployment

- 6-8 users is often enough

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- MDE reduced

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- MDE reduced
- less turbulence

# Pain!

- first release should be inferior to existing system!

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- first release should be inferior to existing system!
- the product owner's most important (and difficult) task
- use «pain relievers»

If in doubt, delay

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# If in doubt, delay

- "all problems go away in time, even the fear of death" Garrison Keillor
- build a peripheral function first in order to gain insight

# Other principles

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- only replace as a last resort

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- tight scope control and buffer

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- only replace as a last resort
- tight scope control and buffer
- minimize migration



# MDE patterns

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- concrete development strategies

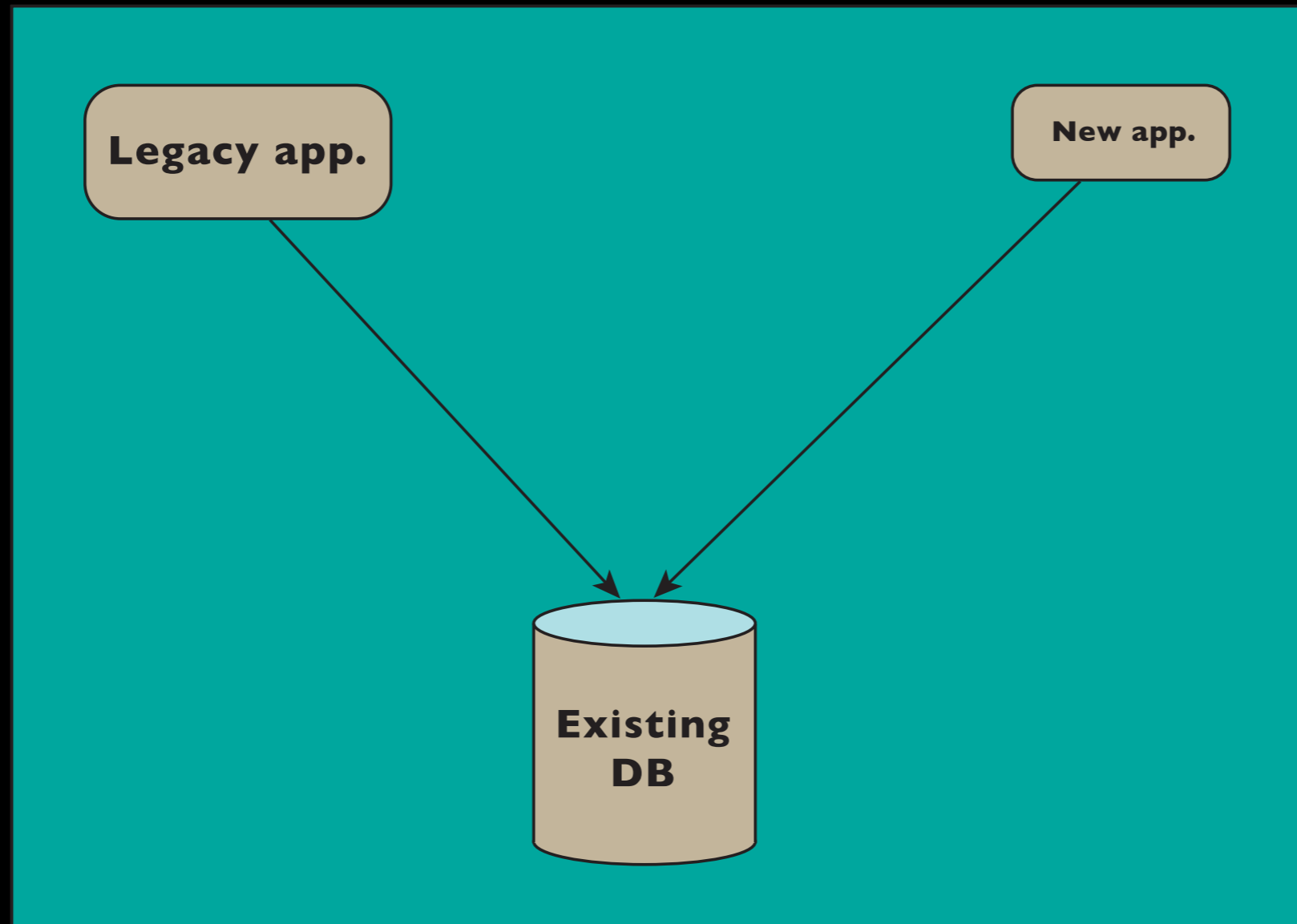
# MDE patterns

- concrete development strategies
- context is king

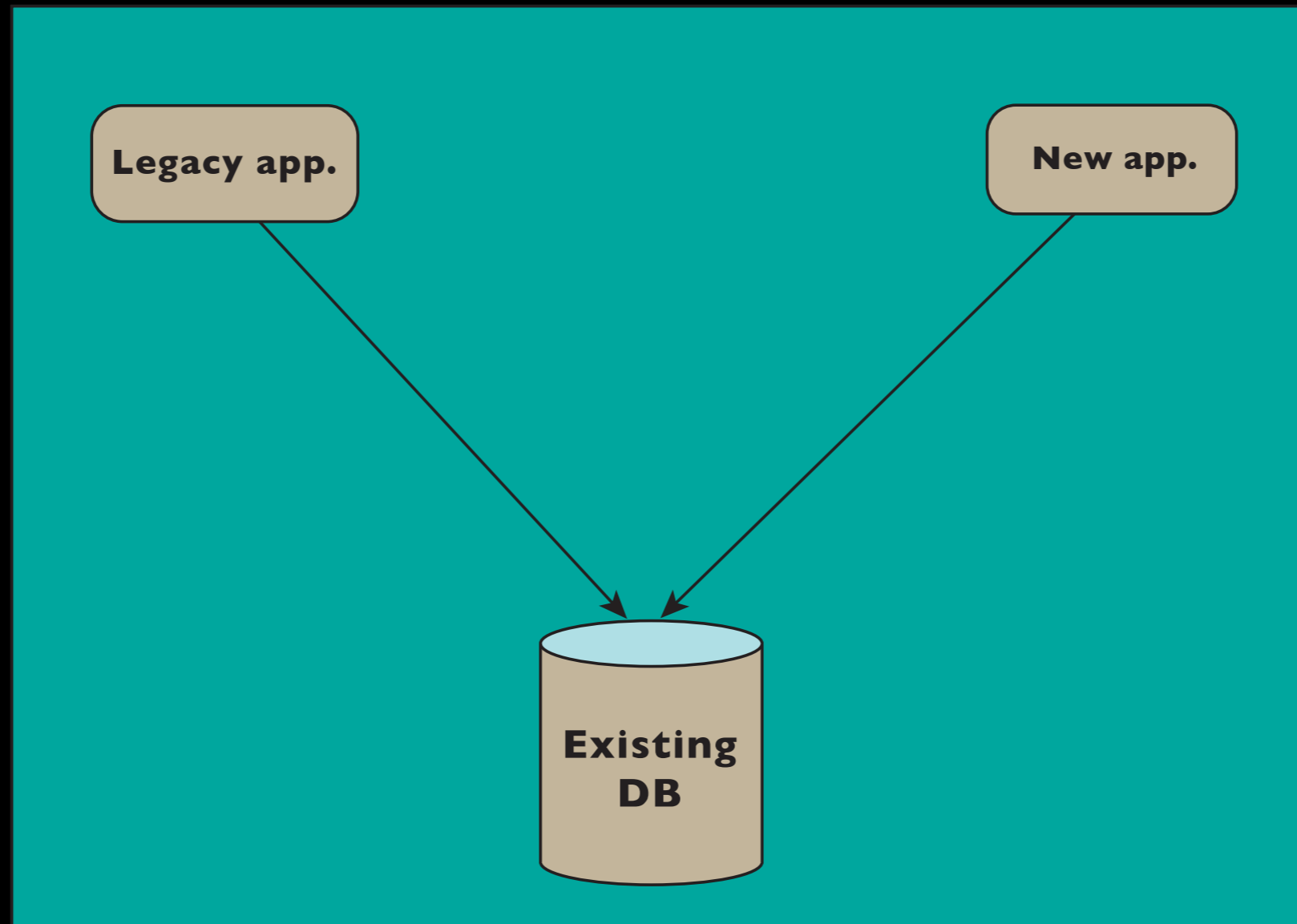
# MDE patterns

- concrete development strategies
- context is king
- patterns have intrinsic properties

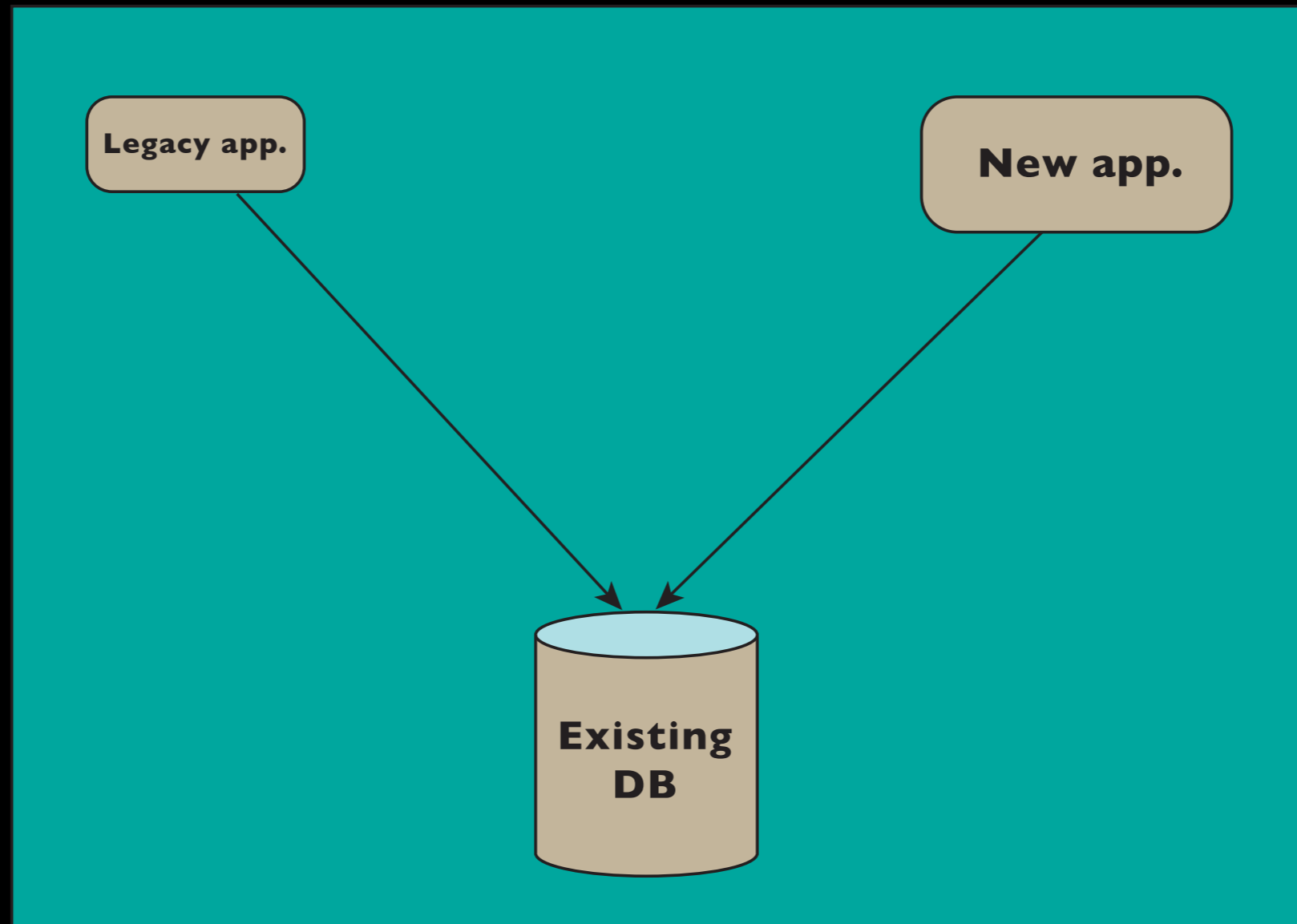
# Shared database



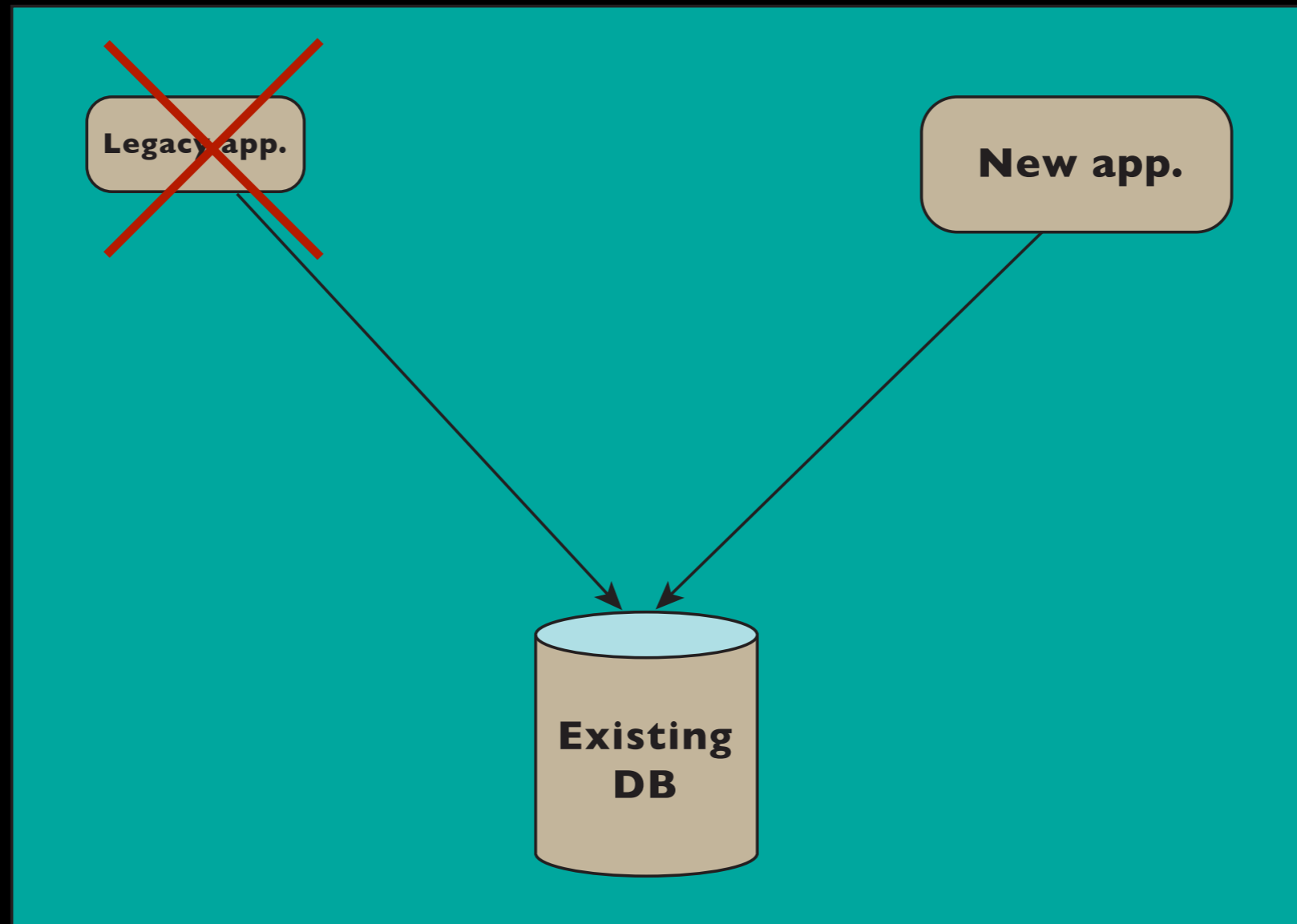
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# Shared database: strengths

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- new features can be created early
- partial replacement possible

# Shared database: weaknesses

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- frozen database design and platform
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- testing



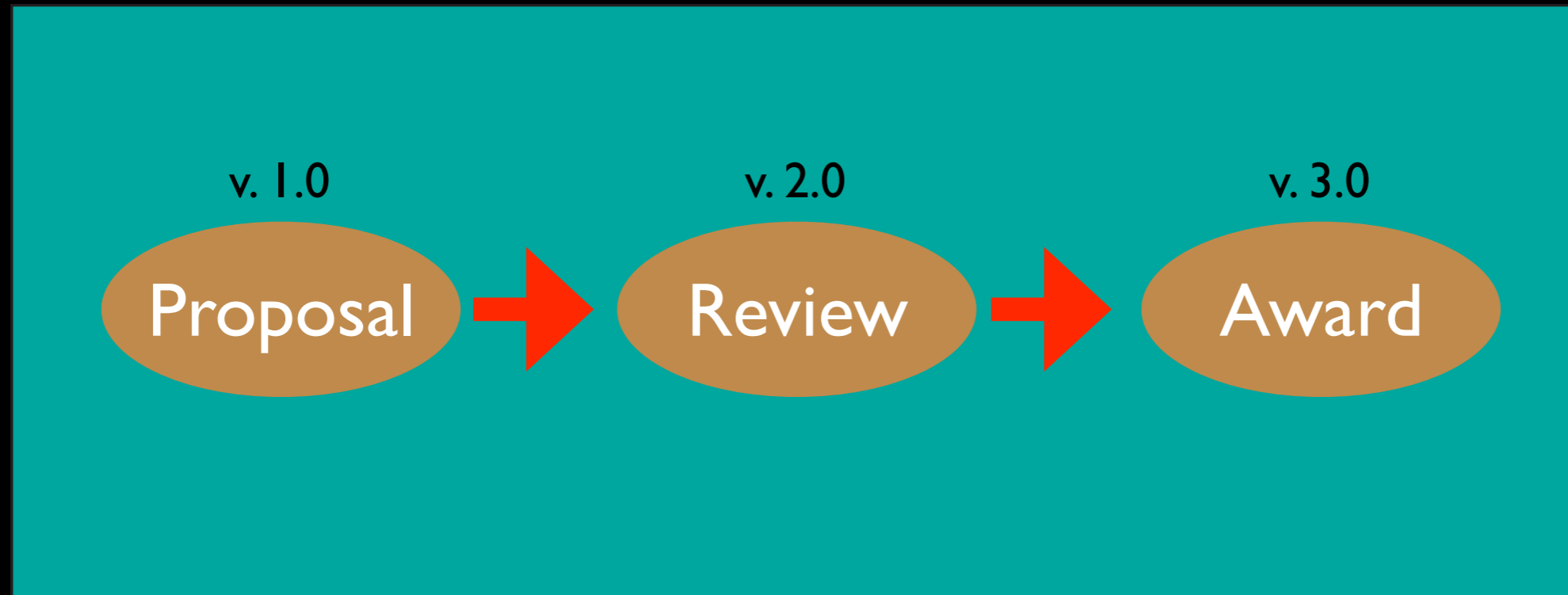
# Shared database: weaknesses

- frozen database design and platform
- documentation?
- testing
- corrupt data?

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- frozen database design and platform
- documentation?
- testing
- corrupt data?
- users split between two systems

# Follow the workflow



Follow the workflow:  
strengths

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- **functionality delivered in a timely manner**

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- functionality delivered in a timely manner
- less need for migration

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- functionality delivered in a timely manner
- less need for migration
- intuitive for users

# Follow the workflow: weaknesses



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- deadlines tend to harden...

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- deadlines tend to harden...
- users split between two systems

# Other patterns

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- workflow by workflow

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- product by product

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- product by product
- customer by customer

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- workflow by workflow
- product by product
- customer by customer
- new business (run off)

# Verifying a pattern

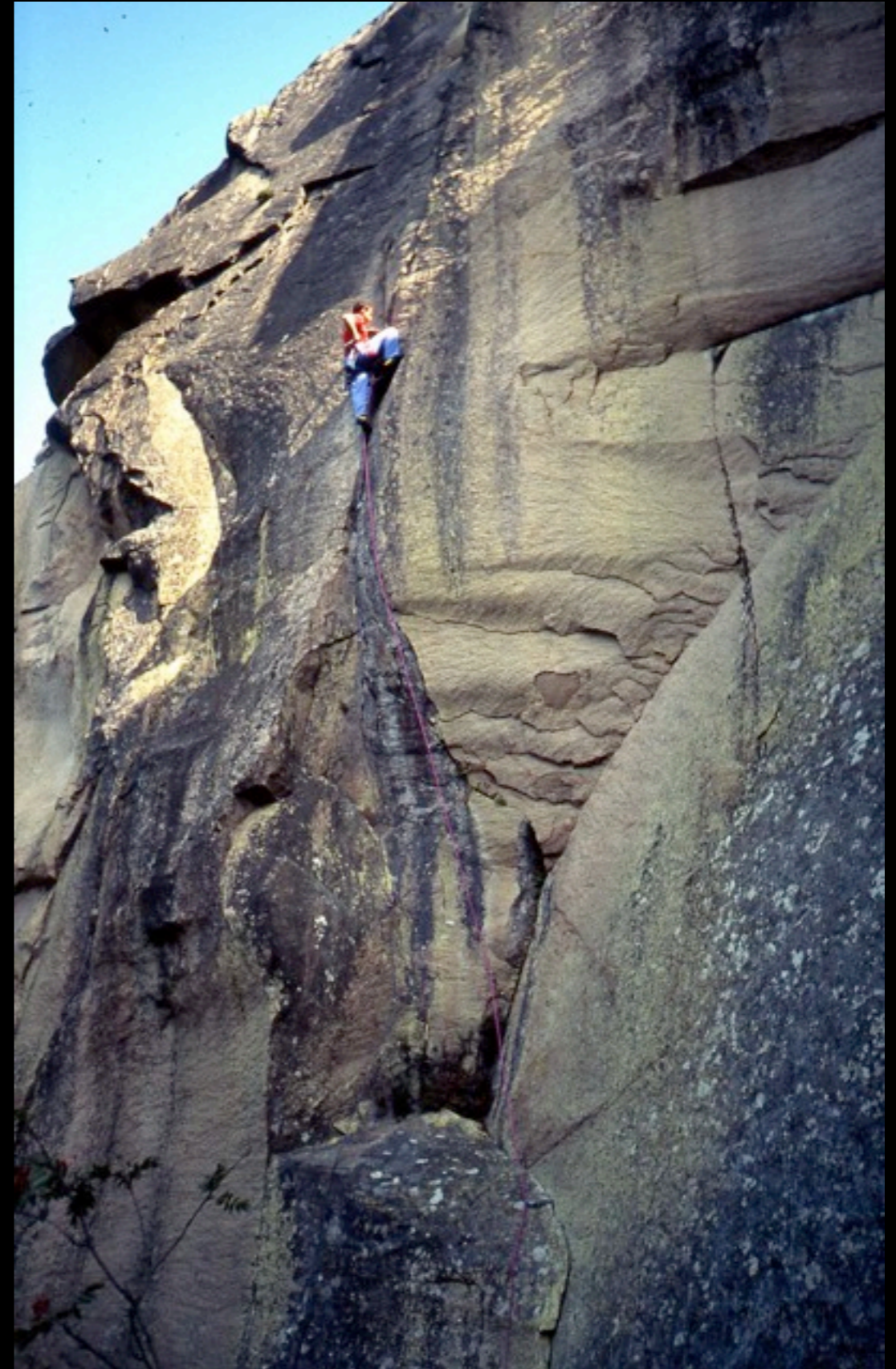
- intrinsic strengths/weaknesses
- user groups
- temporal problems



# The optimal MDE strategy

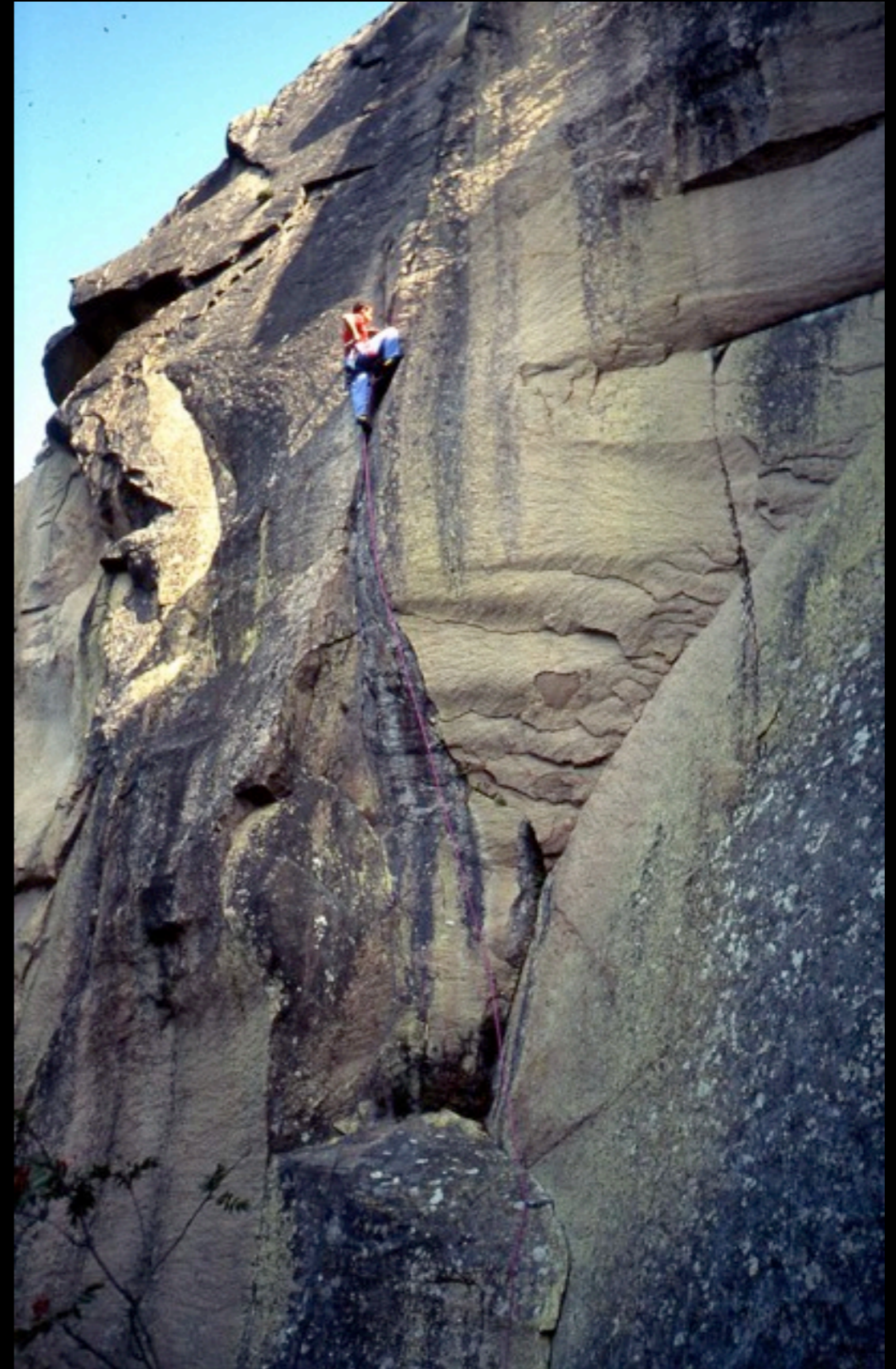
- is unique to every project
- requires knowledge of technology  
AND business
- is not free

# What next?



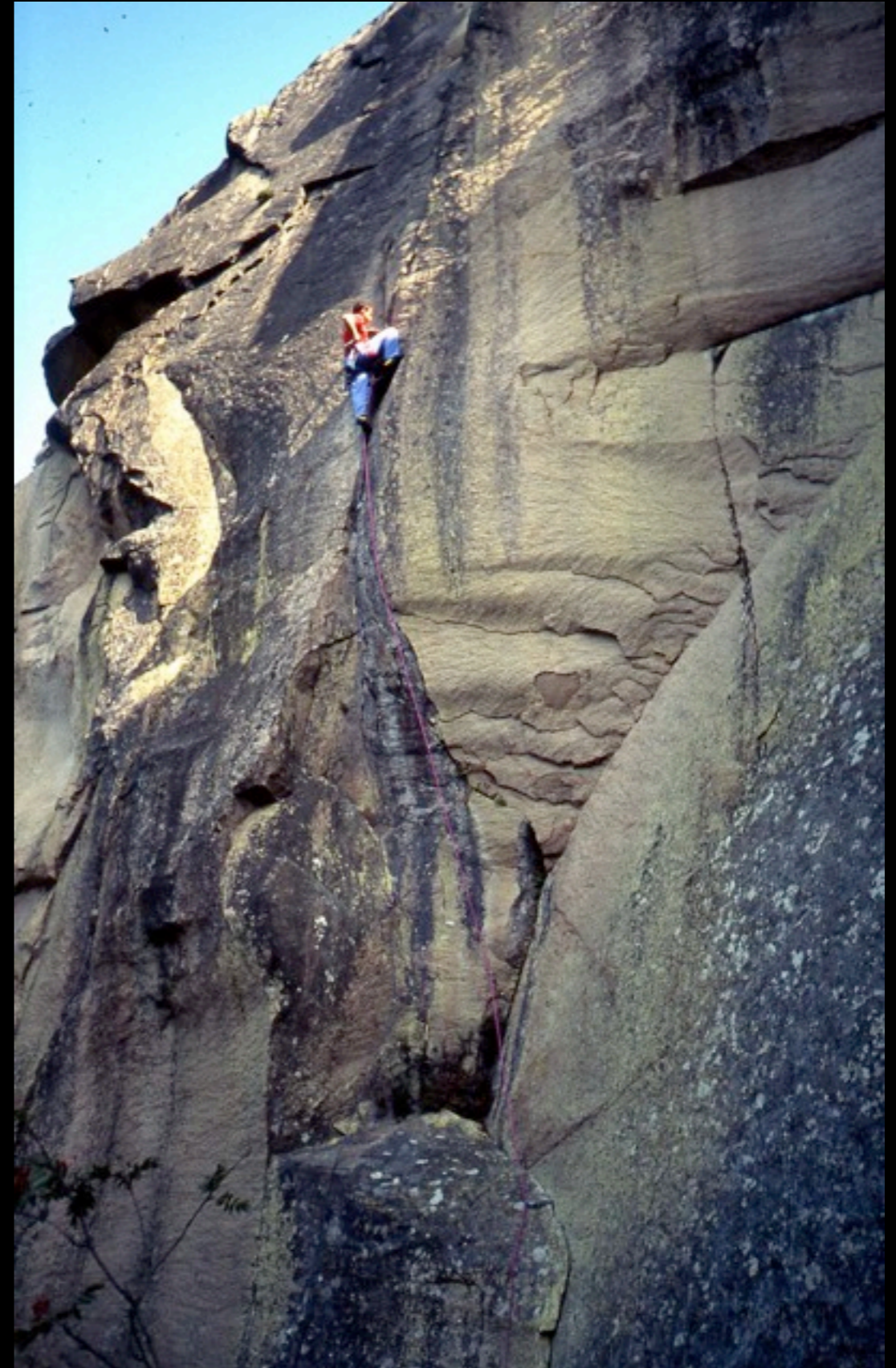
# What next?

- open jam



# What next?

- open jam
- wiki?



# What next?

- open jam
- wiki?
- book...

