Agile Logic
Deliver Better Software Faster

A Day in the Life of an Agile Tester
...or...
What Exactly Do QA Folks Do on an Agile Project?

SCQAA/OC – March, 2010
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Rev 100316

Your Coach: Paul Hodgetts

- Team coach, trainer, consultant, developer
- 27 years overall, 11 years agile experience
- Former CTO, Director, Architect, Developer
- Founder and CEO of Agile Logic (Fullerton)
- Extensive experience with "enterprise" transitions
- Author (Extreme Programming Perspectives)
- Speaker at conferences (Agile 200x, SD East/West, JavaOne)
- Active in Scrum Alliance, Agile Alliance (Program Director)
- Member of CSUF agile advisory board
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SCENE 1
A TYPICAL THURSDAY MORNING, ABOUT 9:00 AM

Tester Paul Leads
the Story Verification Activities
during the Iteration

⇨ Leads the writing of test cases.
⇨ Mentors the team in testing best practices.
⇨ Helps ensure testing provides high value.
⇨ Participates in testing!
⇨ Ensures the stories are "done".

Story

Story
Verification

Iteration (Sprint) Cycle

"Release" Cycle
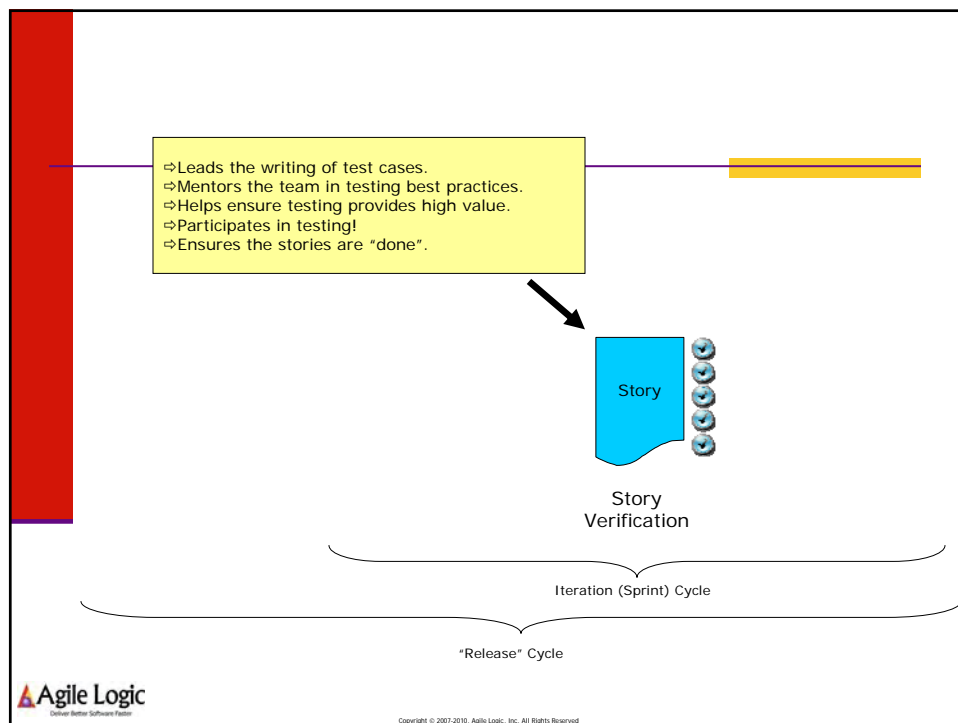
SCENE 2
THURSDAY MORNING, AT 10:00 AM (SHARP)

Tester Paul Participates
in the
Daily Scrum
(a.k.a. Daily Stand-Up)

⇨ Provides status of testing activities.
⇨ Keeps an eye on when testing needs to occur.
⇨ Ensures test cases are ready when needed.
⇨ Suggests collaborations on story testing.

Daily Scrum

Story

Story
Verification

Iteration (Sprint) Cycle

"Release" Cycle
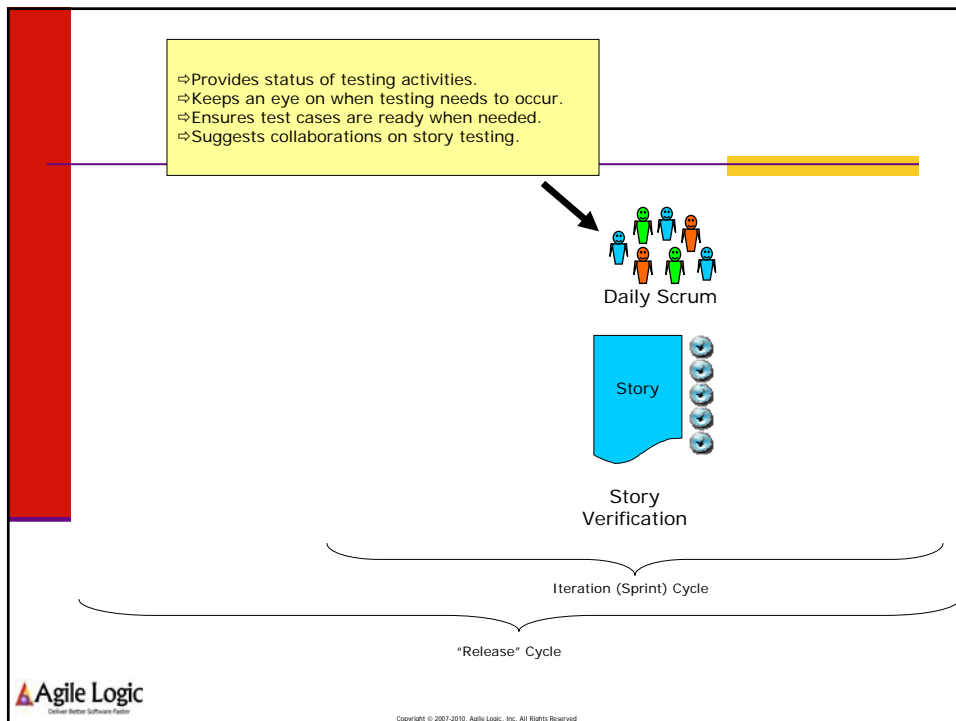
FLASHBACK TO
LAST TUESDAY AFTERNOON

Tester Paul Works as Part of the Team to Build the Iteration Plans

⇨ Helps explain the stories via the test criteria.
⇨ Ensures conditions of satisfaction are covered.
⇨ Ensures that testing work is part of the plan.

Daily Scrum

Story
Task
Task
Task
Task

Story

Iteration Planning

Story Verification

Iteration (Sprint) Cycle

"Release" Cycle
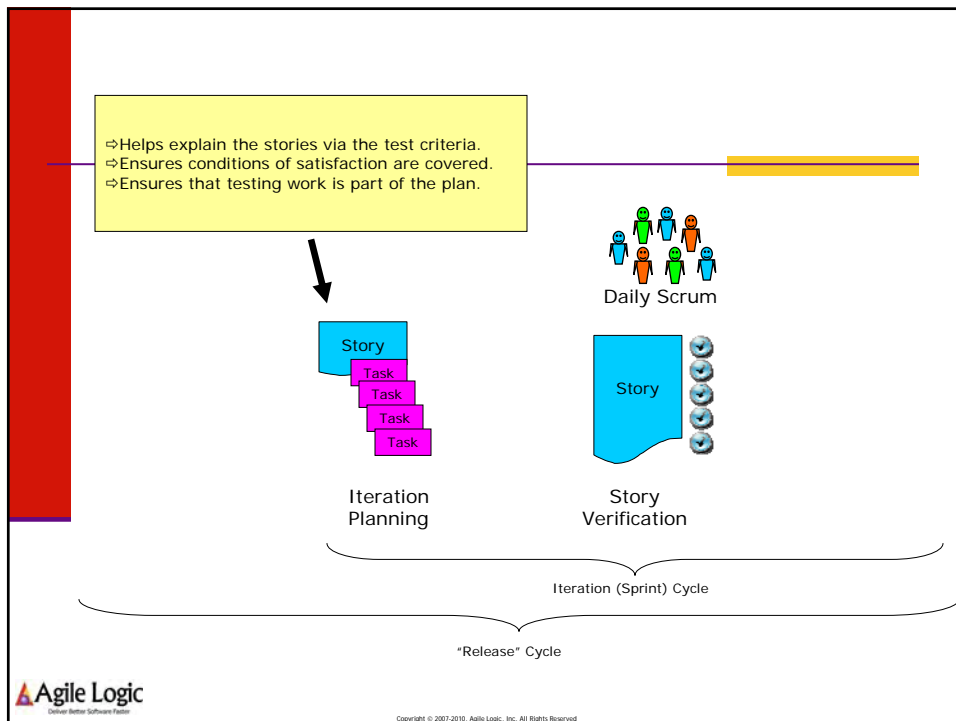
SCENE 3
THURSDAY MORNING, ABOUT 10:15 AM

Tester Paul Works
with the Team
to Iteratively Develop Stories

⇨ Provides input in discussions of story scope.
⇨ Ensures conditions of satisfaction are updated.
⇨ Helps steer the result to the highest value.

Daily Scrum

Story

Story

Story

Task
Task
Task
Task

Iteration
Planning

Story
Building

Story
Verification

Iteration (Sprint) Cycle

"Release" Cycle
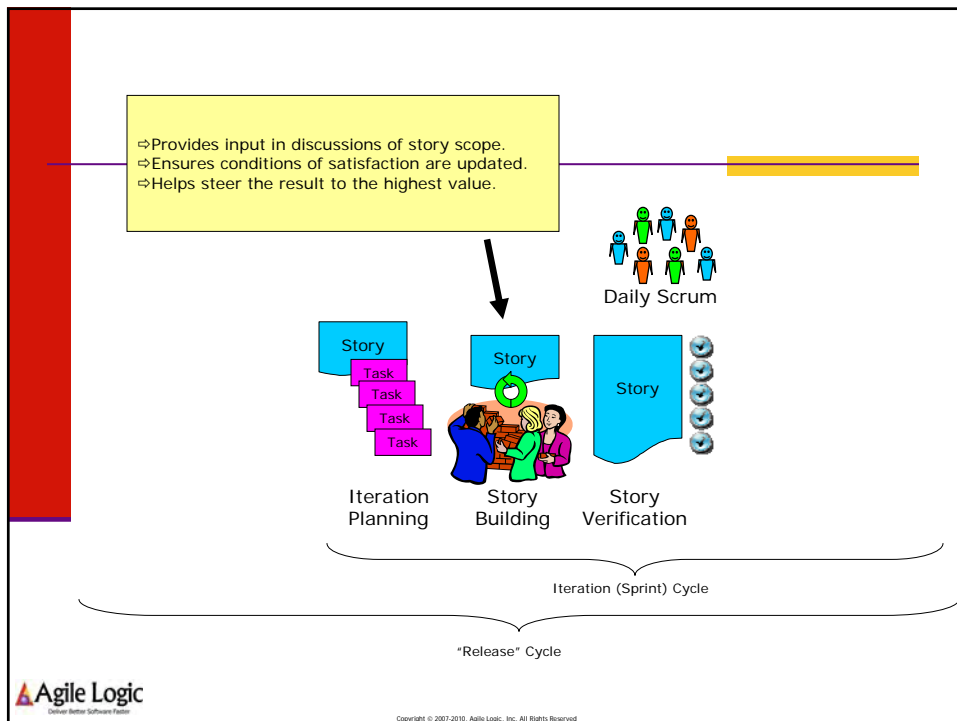
FLASHBACK TO
LAST TUESDAY MORNING

Tester Paul Discusses
How to Get
Better Test Coverage
during the Retrospective

⇨ Helps find a balance between all types of tests.
⇨ Gains the buy-in of team to help with testing.

Daily Scrum

Story
Task
Task
Task
Task

Story

Story

Retrospective

Iteration Planning | Story Building | Story Verification | End of Iteration
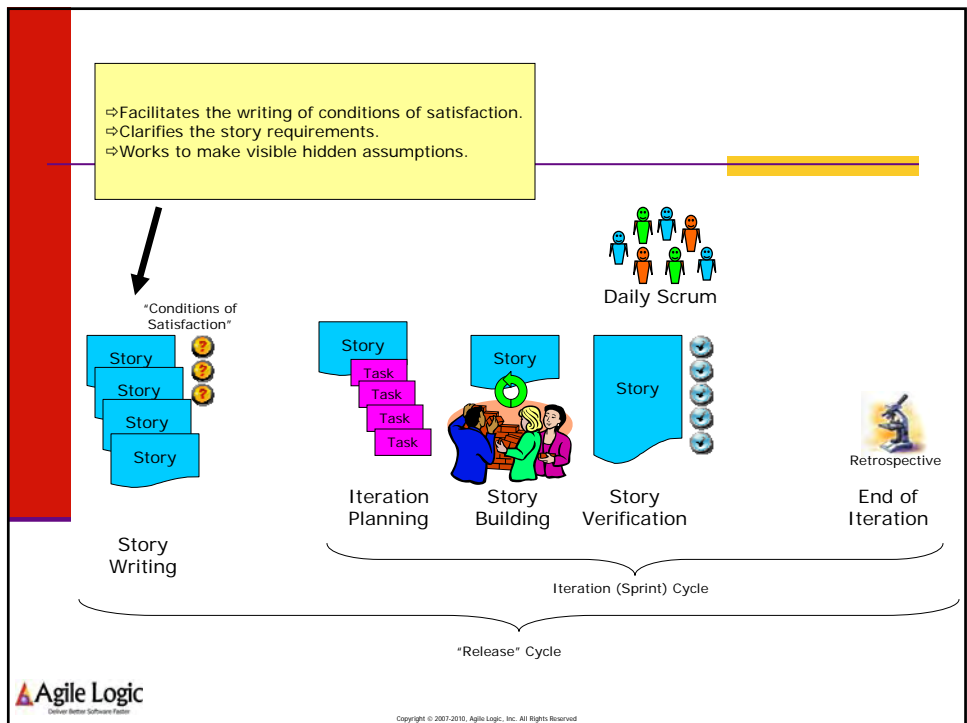
Iteration (Sprint) Cycle

"Release" Cycle
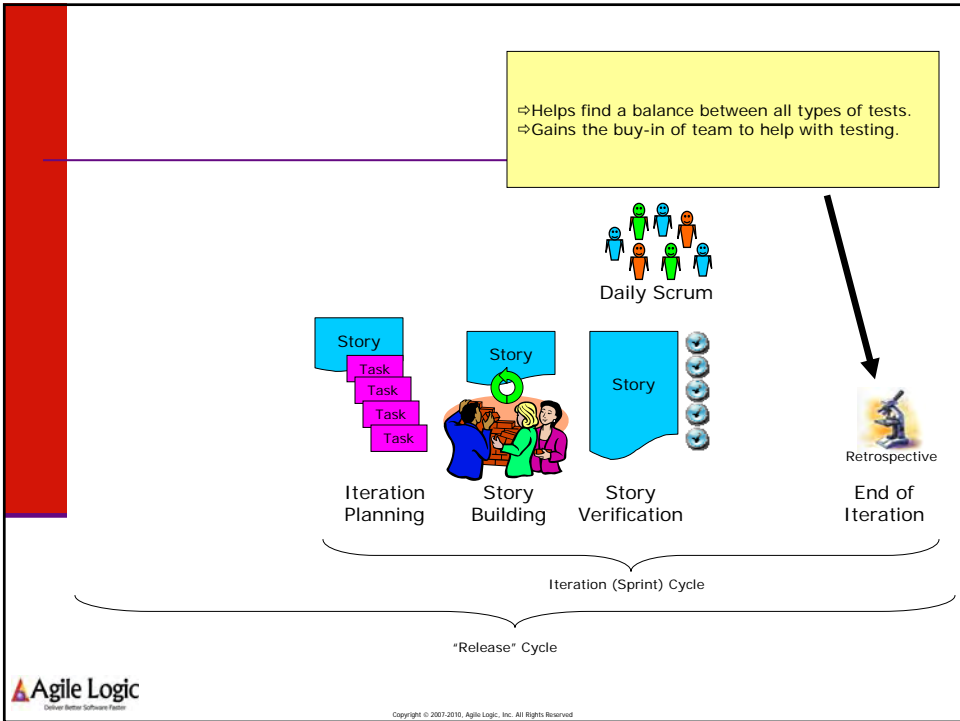
SCENE 4
THURSDAY AFTERNOON, RIGHT AFTER LUNCH

Tester Paul Works with the Product Owner Team to Define Story Requirements

⇨Facilitates the writing of conditions of satisfaction.
⇨Clarifies the story requirements.
⇨Works to make visible hidden assumptions.

"Conditions of Satisfaction"

Daily Scrum

Story
Story
Story
Story

Story
Task
Task
Task
Task

Story

Story

Retrospective

Story Writing

Iteration Planning

Story Building

Story Verification

End of Iteration

Iteration (Sprint) Cycle

"Release" Cycle
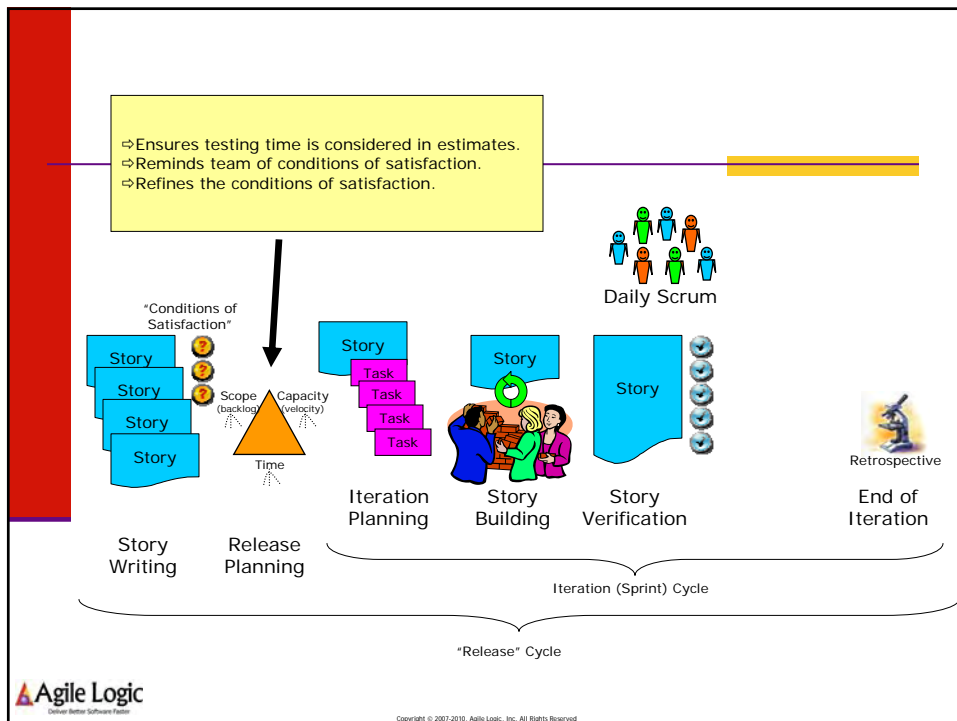
SCENE 6
LATE THURSDAY AFTERNOON

Tester Paul Helps Build
Really Cool
Continuous Testing Capabilities

⇨ Implements techniques for rapid regression.
⇨ Manages test sets for best ongoing coverage.
⇨ Maintains, organizes, automates test scripts.

Daily Scrum

"Conditions of Satisfaction"

Story
Story
Story
Story

Scope (backlog) Capacity (velocity)

Time

Story
Task
Task
Task
Task

Story

Story

Retrospective

Story Writing

Release Planning

Iteration Planning

Story Building

Story Verification

Process Improvement

End of Iteration

Iteration (Sprint) Cycle

"Release" Cycle
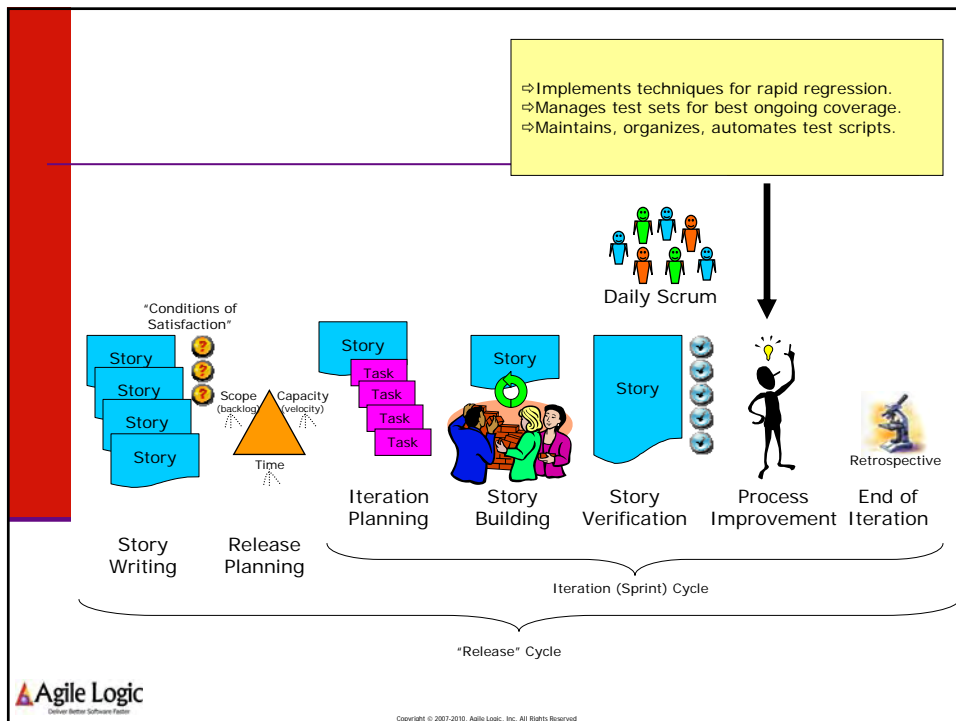
FLASHFORWARD TO
NEXT TUESDAY MORNING

Tester Paul Helps
the Product Owner
Plan and Run a User Review

⇨ Helps select test scenarios for user walk-throughs.
⇨ Organizes user feedback, records defects.
⇨ Captures user input via conditions of satisfaction.

Daily Scrum

"Conditions of Satisfaction"

Story
Story
Story
Story

Scope (backlog)   Capacity (velocity)

Time

Story
Task
Task
Task
Task

Story

Story

Review

Retrospective

Story Writing   Release Planning   Iteration Planning   Story Building   Story Verification   Process Improvement   End of Iteration

Iteration (Sprint) Cycle

"Release" Cycle

Key Agile Quality Principles

- <u>Build</u> quality in
- Done means <u>tested</u>
- Testing <u>drives</u> development
- Quality is a <u>team</u> responsibility
- <u>Continuous</u> testing
- <u>Balanced testing</u> – all types & levels

How to Fail with Agile QA

- "Not enough time" to continuously test
- "Testing debt death spiral"
- Overrunning testing capability
- Slow tests
- Only testers test
- Over-reliance on one type of testing
- Testing viewed only as the final step

Questions?
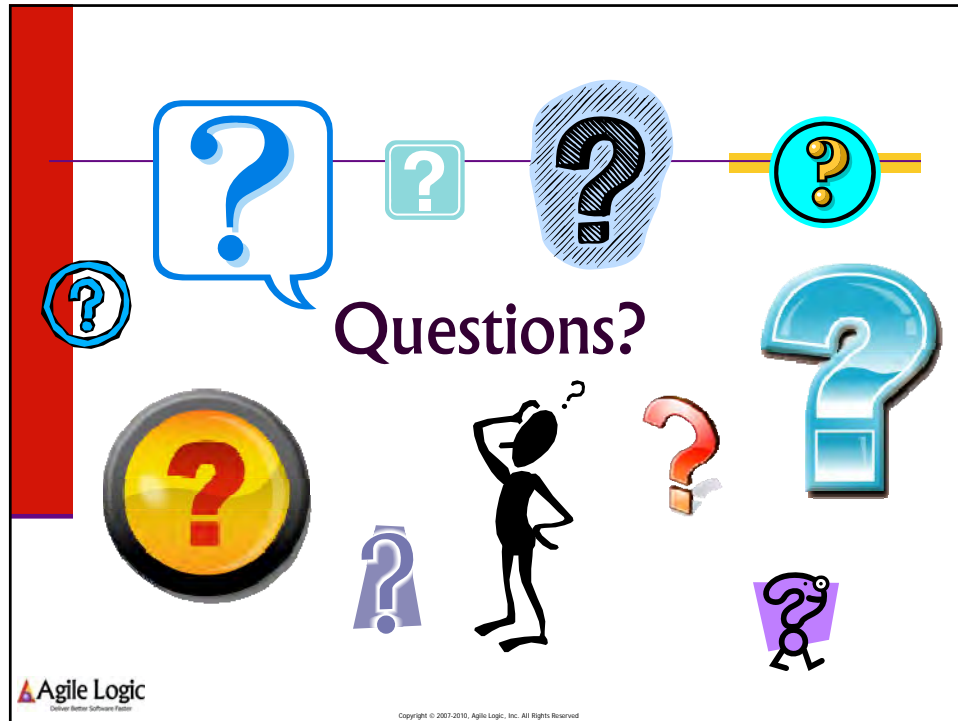
Where Can I Get the Slides?

- www.agilelogic.com – resources section
- Email me at phodgetts@agilelogic.com
- Call me at (714) 577-5795
- For CG folks: CONPXH