

Agile Modeling by Example : Communication Tools of the "Whiteboard Warrior"



Key:

- K** keeper - useful to refer to / evolve / reinforce
- T** temporary - short-term value, can discard; may become a "keeper"
- ➔ feeds into

- THE PRINCIPLES BEHIND THE MODELS:** ver 2.0.4
- Group communication** - ensure all the relevant people (end-users, domain experts, Product Owner, developers, testers, etc) are involved for shared understanding
 - Don't assume, ask** - don't create a model and then present this to the group as this runs the risk of assuming too much, better to brainstorm a solution to get a cross-section of opinions/ideas and joint ownership of the solution
 - Just in Time (JIT)** - construct and extend the model at the point in time that you actually need it
 - Evolve the "Keepers"** - extend the "Keeper" models from one iteration to the next (and even within) to answer questions as and when they arise; remove or mark as obsolete when no longer required
 - Just Barely Good Enough (JBGE)** - only model enough detail to gain the understanding required to do the work for the current iteration (ie. don't waste time fleshing out all the details)
 - Use Examples** - add example data, classes, etc to make it easier to relate to
 - Use the whiteboard** - wherever possible/practical - they're ideal for engaging the group and ensuring close collaboration (smartboards, post-it, windows, etc are all suitable "whiteboards")
 - Physical or electronic** - capture your model either as physical (whiteboard, card, post-it, paper, etc) or electronic (drawing tool, wiki, source code, photo, etc) depending on the extent of co-location and modification (whatever format makes it easier and quicker - don't let the tool get in the way...)
 - Take a Product viewpoint** - ensure a product solution approach (business process, hardware, end-user doc., training, software, etc) is incorporated in the Agile deliveries, as opposed to just the software

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