Ground System Architectures Workshop
GMSEC SERVICES SUITE (GSS)
An Agile Development Story

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Session 11E:
Adopting Agile Ground Software Development
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Agenda

• GSS Background
• Brief Intro to Agile
• Why Agile and GSS Challenges
• Takeaways
What is Agile Software Development?

“Describes a set of principles for software development under which requirements and solutions evolve through the collaborative effort of self-organizing cross-functional teams. It advocates adaptive planning, evolutionary development, early delivery, and continuous improvement, and it encourages rapid and flexible response to change.”

Source: https://en.wikipedia.org/wiki/Agile_software_development

Methodologies
- Scrum
- Kanban
- Feature Driven Dev.
- Adaptive System Dev.
- Dynamic Systems Dev.
- Lean Software Dev.
- Crystal Clear
Agile Setup

- Manage work items with IBM Rational Team Concert. Specifically the Change Management module leveraging Scrum Agile project template within RTC (Youtube - Rational Team Concert v4.0.2 ALM)
- Team roles:
  - Product Owner
  - Scrum Master
  - Team Member
  - Stakeholder
- Sprint cycle:
  - 4 weeks
  - Starts at the beginning of the month
- M-W-F stand-up meetings (15 mins)
- Story points:
  - On the order of minutes (XS)
  - Up to one day (S)
  - Couple of days (M)
  - Up to one week (L)
  - Up to two weeks (XL)
- Sprint Review - typically at the end of the month or the beginning of the next month
- Post Sprint Review, Sprint Retrospective are combined into one at the end of each Sprint
- Sprint Planning at the beginning of each Sprint
- Align our major releases with GMSEC releases (two times a year)
Why Agile?

- Engage with the stakeholders early and throughout the development process to make sure that the end product meets their expectations
Why Agile?

Enter to Submit or Click to Submit

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GSS An Agile Development Story
Challenges

• If one of your stakeholders had a bad pre-conceived notion of Agile...
  – Then the team needs to prove the value of the process
• Some common misunderstandings
  – Agile is anti-planning and undisciplined
    ▪ Where's your 18 month plan?
  – Agile teams don’t do documentation
    ▪ Where are your formal requirements, design document, test plans, test procedures?
At the heart of our Agile development practice is Continuous Integration.

1. Check in changes
2. Fetch changes
3. Build
4. Test (Unit, IT, E2E)
5. Deploy if success
6. Notify success or failure

Continuous Integration Server

Source Control Server

Dev. Deployment Server

Developer 1

Developer 2

Manager
Why Agile?

• Allow for change
  - Opportunity to update/reprioritize plans based on customer inputs
  - Personnel flexibility for non-full time team members

• Cross functional teams
  - Encourage team members to take on different roles
  - Minimize the “single expert” problem

• Predictable costs and schedule
  - Understand your team productivity and level of effort to complete tasks

• Immediate feedback - bidirectional
Why Agile?

- Focus on users and providing them business value – Stakeholders! Stakeholders! Stakeholders!

Is that what you called a Demo?
Challenges

- Maintaining up-to-date documentation
- Maintaining up-to-date automated testing environment
- Ensuring stakeholders consistent involvement
- Helping management to understand the benefits of the Agile methodology
Takeaways

- Early and frequently stakeholders involvement and buy-in is essential
- Use agile techniques to build in quality and automate processes
- Happy development teams produce better software
- Agile is not the wild-west: it requires a lot of leadership, communication, and discipline to be successful
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<tr>
<th>Acronym</th>
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<tr>
<td>ANSR</td>
<td>Alert Notification System Router</td>
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<td>Criteria Action Table</td>
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<td>GMSEC Remote Data Access Tool</td>
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<td>GMSEC Reusable Event Analysis Toolkit</td>
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