# The Strobbo Experiment

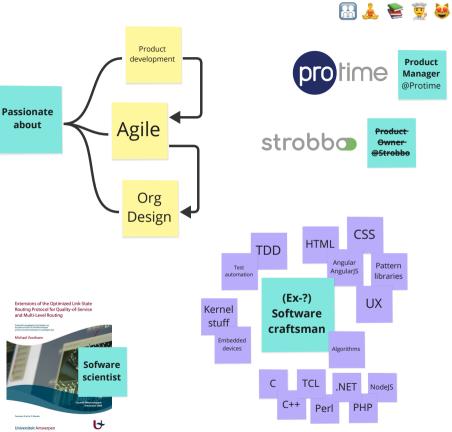
**Elevating Katas on the Road to Business Agility** 

Michael Voorhaen













Staff planning



Digital Time registration



Reporting

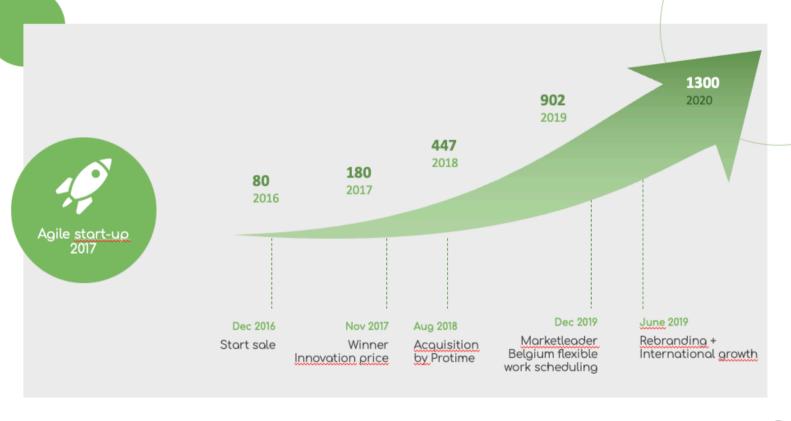




Automated dimona & contracts



Payroll integration









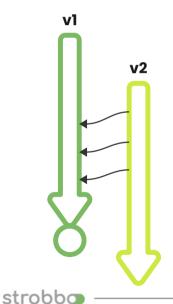




# Struggles

Building a new version of Strobbo alongside the old one with a new team.

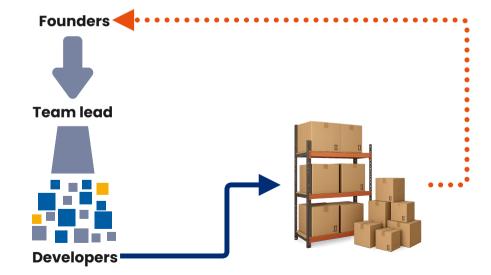
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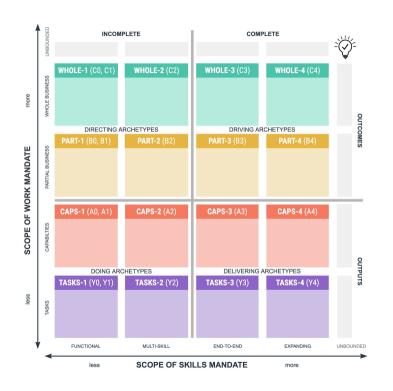
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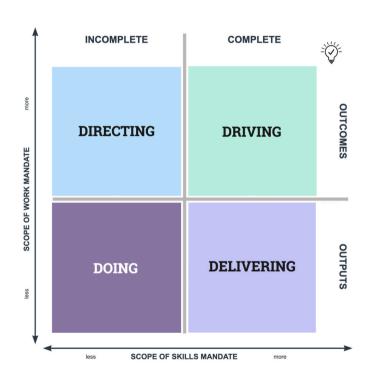
Devs were identifying as frontend and back-end. What the team delivered got stuck waiting for feedback and approval from the founders.

When we released they were large chunks with high impact.

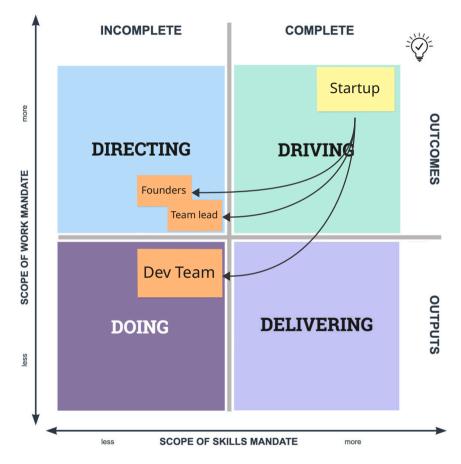


# Org Topologies

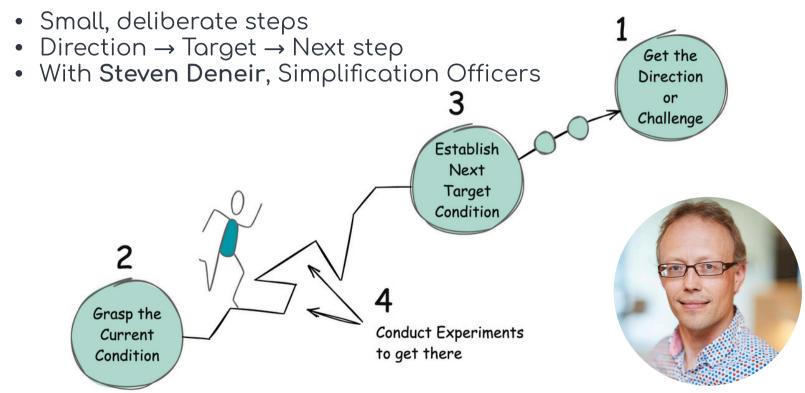




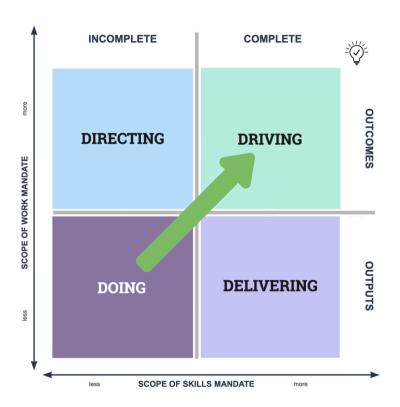
# On the map



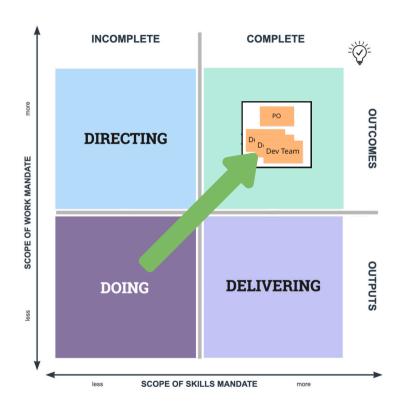
# Lean Improvement Kata



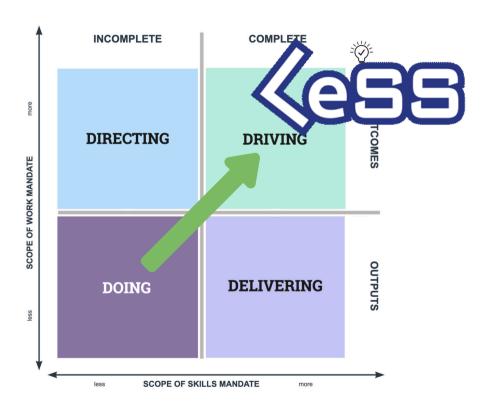
# Vision



# Vision



# Vision





# Reviews as an Elevating Kata



Role-playing as stakeholders

**Invite friendly** stakeholders

Open up to all internal Strobbo stakeholders

Company-wide



What will you do in the breakout?



You will be helping Salma from "Papa I create a planning that follows the rule

This breakout will feature the following:

Bazaar-style sprint reviews

→ transparency & whole-product focus

#### Mobile - Tenant switch

- · Allows the user to switch to a different tenant
  - · Only get push notifications from you active tenant
- · Consultants can also switch and enter a new reason







# Planning as an Elevating Kata









- Planning 1 & 2 (like LeSS) planning 1 with the entire team
- On-site
- Built out routines to help us stay on track
- What do we think are the most meaningful sprint goals over pulling in work items



#### Refinement as an Elevating Kata









Cross-team and involving internal stakeholders

- Evolved from
  - understanding stories → working on outcomes → product discovery
- Early on combined this with learning and knowledge transfer
  - understandina features, our domain, etc.
- Now: joint understanding through discussion



# Roadmap / Backlog







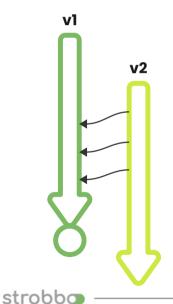


- Goals focusing on outcomes
- Clear order in which to proceed
- WIP limit = the amount of teams

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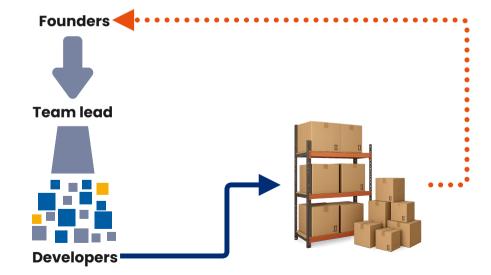
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#### **Bets**

- **EMPIRICAL** PROCESS CONTROL
- Estimates were associated with frustration and mistrust.
- But we still need a way to "control our clock"
- Introduced bets as a middle around
  - Instead of "How long will it take?"
  - I started asking "What can I get in this timeframe?"
- As a PO vou can think about investments



6 sprints

Unit: 1 sprint goal for 1 team

Planners can add custom notes to the planning

Protects our market leader position in BE Additional configurability for international markets



Planning notes

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6 sprints

**Unit:** 1 sprint goal for 1 team

Bets have become a conversation starter.

"What is most important to deliver first?" "Which tech debt can we clean up?" "Are we still on track? Do we need to make decisions?"

"Do I need to invest more time?"



# Dynamic statutes and rule-based planning validation

Protects our market leader position in BE Additional configurability for international markets

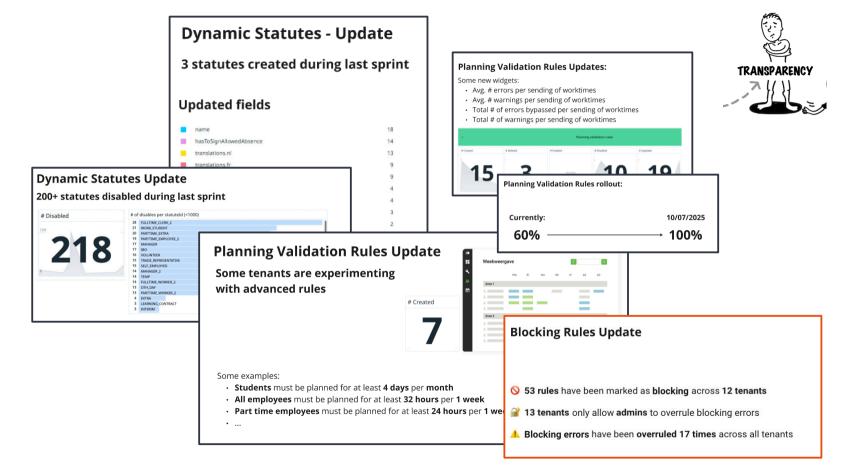


# Combines well with incremental delivery

- Sprint 1: disable and hide old static statutes
- Sprint 2: add your own statutes
- Sprint 3: move some settings to dynamic statutes to give more options to users
- Sprint 5: release new planning validation with new functionality in beta next to the old validation
- Sprint 6, 7, 8, 9, 10: release additional rules and roll out to everyone
- Sprint 11: invest in blocking validation rules



**EMPIRICAL** 



# Roadmap workshop













Dev Days





BARREL

HOW JANKY









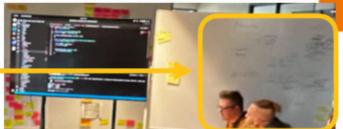
# **STROBBO**







3 teams: coders, testers, analysts, scrum master, manager and... secretary



Round 3, +/- 1 hour in... Split in 2:

- Front-End
- Back-End



30 minute refinement before starting

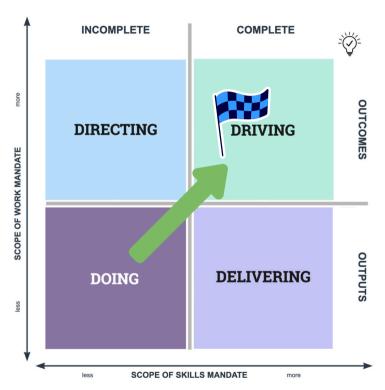


Simplification

# **Customer contact**







The **perception of speed** by stakeholders goes up (way before everything really goes faster).

# It's (sometimes) fun again!

"I'm Craig Larman and I'm trying to reduce suffering in product development."

You notice you are working with a **team-of-teams** instead of separate *teams* 

# You **just talk** a lot (in a good way).



Bas Vodde ⋅ 1st
Developer and coach in multi-team products.
1mo ⋅ ⑤

In LeSS, we prefer to create a system for teams to "just talk". We've been using that as a short for focusing on "spontaneous, decentralised, informal coordination." I often use these words, but they are picked precisely.

When you created an environment where people can use "just talk" for coordination then knowledge and learning flows rapidly through an organisation.

#### #lessworks



16 comments · 19 reposts

...

You **just talk** a lot (in a good way).

Signs of **empiricism** in the *language* everyone uses.

What is the next step we can take?

vs

When will it be done?

Openness for developers and stakeholders to understand each other. Signs of a **shared language** 

# Thank you!

