



*Experience Report*

# Offshore XP for PDA project

November 2007

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# Introduction

- History
- Customer
- Uncertainty

# Project Details

- Team size & composition: 7 (PM, Tech Lead, Test Lead, 3 developers & 1 tester)
- Total effort: 1000 man days
- Product size: 50K lines of code
- Methodology: XP (Extreme Programming)
- Technologies used: C#, Web Services, .NET, Compact .NET, SQL 2000 and SQL Server CE 2.0
- Automated Tools for PDA software testing: Test Suit 2.0
- Hardware used for client: PDA Dell Axim X5 with OS Pocket PC 2003

# PDA Screen

MoMax [Signal] [Volume] 10:57 ok

**Rounds > Reading**

Round: CEC WEEKLY CHILLER ROUNDS  
Seq #: 2240  
Point: CH 9 CH 9 AVE RLA  
Point #: 0000000000002070  
Equip: CH-26-GD4-9  
Loc: RRCB-GD

**Add / Edit Reading**

Reading:	Warning!	Action!
123	90	95
VALUE LIST	50	45

Previous readings:

Date	Reading

Action Tools Help Edit [Icons]

# Offshore XP challenges

- Planning Game with the remote customer
- Daily communication with the remote Customer
- Daily Deployment on customer site
- Daily feedback from customer
- XP documentation when customer is not onboard
- Project status tracking & reporting to customer

## Challenge: Planning Game with the remote customer

- Customer visits for Face to Face (F2F) Planning Games.
- Planning Games with the whole team on customer site.
- Planning Games with customer on the phone plus special tools like Microsoft Net Meeting for demonstrations.
- Key role of team project manager in translation and explanation.

# Challenge: Everyday communication with Customer

- Every day work as a tiny project.
- Team project manager as a single point of all communications.
- Daily phone conferences with customer.
- Preparation of phone conferences minutes by team project manager.
- Shared bugs and change requests database.
- Team buildings.
- "Fast answers" agreement.

# Challenge: Deployment on customer site

- Daily delivery and daily deployment on customer site during the whole project.
- Customer dedicated a special technical person responsible for deployment of daily version.
- Encrypted sources transfer.
- Version check between system components.
- Reasonable process for daily delivery candidate preparation was defined.



## Challenge: Daily feedback from customer

- Daily phone conference with customer.
- Team standup meeting immediately after the phone conference.
- Daily e-mail reporting to customer.
- Notification to customer about 2 possible statuses of User Stories: 'Ready for review' and 'Ready for testing'.

# Challenge: XP documentation

- User Stories: description of some relatively independent application functionality as black box from user point of view.
- Story Tests: step by step scenario of user actions which clarify User Story functionality.
- Mockups: screenshots of the existing prototype or draft design prepared by customer which clarifies User Story functionality.
- Assignment of customer as the owner of XP documentation responsible for its update.
- XP documentation 1-2 days before the Planning Game.

# Challenge: Project status tracking & reporting to customer

Excel:

	A	B	C	D	E	F	G
1	<b>Perfect Days</b>	26,0					
2	<b>Perfect Days Correction Sum</b>	4,00					
3	<b>IterationLength</b>	15					
4	<b>Estimated Team Velocity</b>	1,73					
5	<b>Average Team Velocity for passed days</b>	2,00					
6	<b>Estimated Team Velocity %</b>	28,9%					
7	<b>Average Team Velocity for passed days %</b>	33,2%					
8	<b>Estimated Load Factor</b>	3,47					
9	<b>Average Load Factor for passed days</b>	3,01					
10	<b>Date</b>	12 okt	13 okt	14 okt	17 okt	18 okt	19 okt
11	<b>Number of team members</b>	6	6	6	6	6	6
12	<b>Day #</b>	1	2	3	4	5	
13	<b>On Track Days</b>	24,24	22,51	20,78	19,04	17,31	15,58
14	<b>Perfect days correction</b>						
15	<b>Perfect days correction reason</b>						
16	<b>Team Velocity for current day</b>	2,13	2,06	2,00	2,00	2,13	2,13
17	<b>Load Factor for current day</b>	2,82	2,91	3,00	3,00	2,82	2,82
18	<b>Perfect Days Left on Iteration</b>	23,84	21,78	19,78	17,78	15,66	13,54
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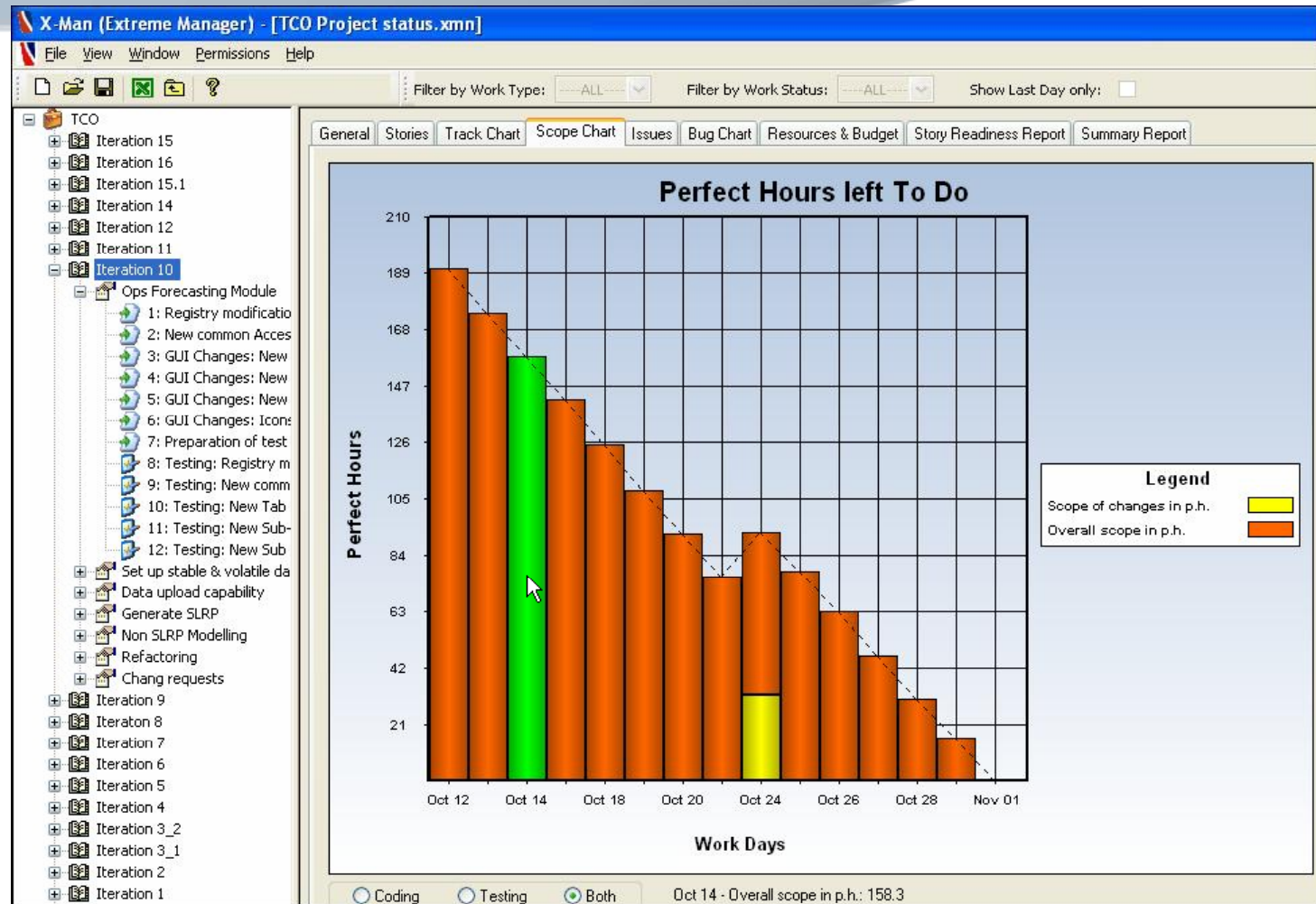
  

**Perfect Days To Do**

Date	Perfect Days To Do	Perfect Days Added
12.10	23,84	0
13.10	21,78	0
14.10	19,78	0
17.10	17,78	0
18.10	15,66	0
19.10	13,54	0
20.10	11,42	0
21.10	9,30	0
24.10	7,18	4,00
25.10	5,06	0
26.10	2,94	0
27.10	0,82	0
28.10	0,00	0
31.10	0,00	0
1.11	0,00	0

# Challenge: Project status tracking & reporting to customer

X-man:



*People are using the program  
on customer site*



# Conclusion

- Extreme Programming methodology allows fast introduction and correct estimations for unclear areas
- In case of offshore customer some Extreme Programming approaches does need intelligent customization but the whole methodology works well
- Practical usage of Extreme Programming needs some alignment of XP with business process of specific development company and customer
- In case of remote customer specific managements tools are required to let customer see XP project status and completeness of User Stories



*Thank you!*  
*Any questions?*

*Offshore agile site:*  
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