

# **MANTYCHORE**

SCRUM in an FP7 Project

Pau Minoves, Technical Manager Lyon, Sep 2011





#### Presentation

- Pau Minoves, Software Engineer.
- Working with SCRUM for large organizations for the last 3 years.
- This presentation is based on Mantychore's FP7 experience.
  - Currently M10 of 30.
  - YMMV
- Mantychore is planned to use SCRUM from the beginning.
  - But Agile inside the Framework Programme is easier said than done.



Overview

#### MANTYCHORE PROJECT OVERVIEW





## Mantychore @ a Glance

#### Mantychore legacy

- 2006 Manticore
- 2007 Manticore II
  - (also with RedIris, Cisco and Juniper)
- 2010 Mantychore FP7



1.2.3 – Virtual Research Communities

□ Total Project Cost: 1,564,386€

□ EC contribution: 1,399,740€

□ Start date: October 2010

□ Duration: 30 months

#### Partners composition

- 1 Research Center
- 2 NREN
- 3 users
- 1 commercial operator



















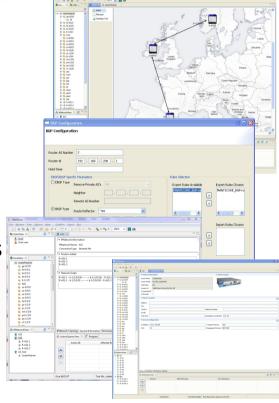
## Our Challenge

#### **VISION**

 Provide a software implementation and tools for providing and managing routers and IP networks as services.

#### **MISION**

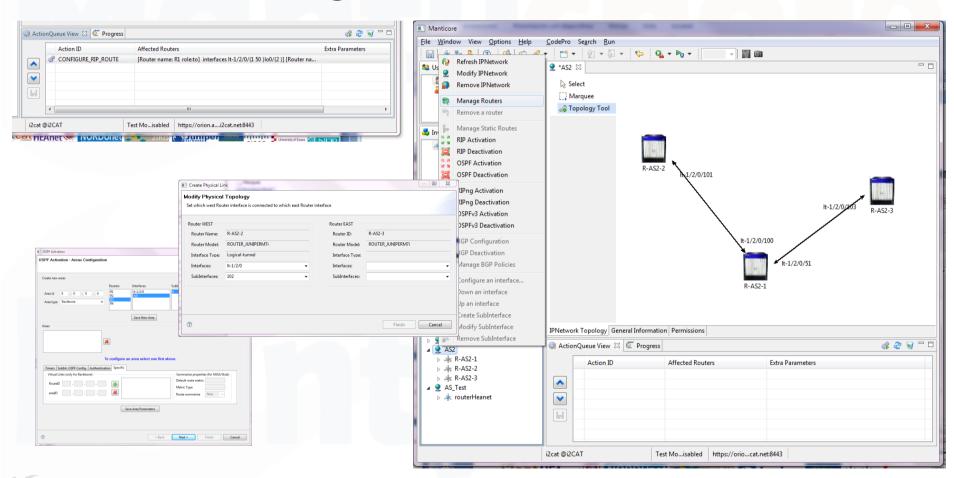
- □ By means of :
  - Infrastructure Provisioning:
    - Marketplace of Physical/logical routers and IP networks
  - IP Network as a Service:
    - · Creation and configuration of IP networks
    - L1 and L2 integration
  - Providing the service to 3 virtual research communities
- Mantychore will be deployed over the infrastructure of 2 NRENS and 3 initial users.







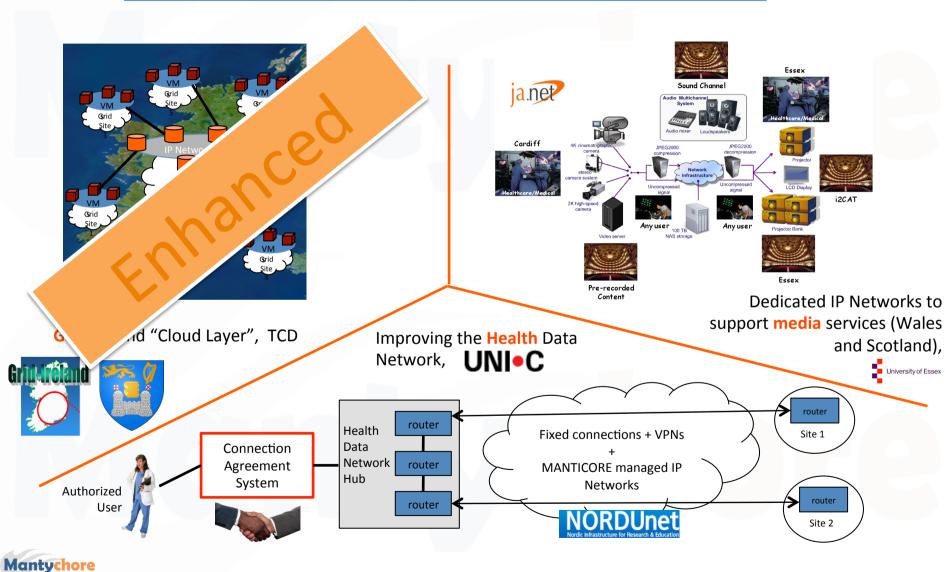
#### Resource Manager Center







## User community : e-Health, Media and Grid





#### **OPEN PROJECT CONSIDERATIONS**





## **Open Project Considerations**

#### Expected benefits

- Better external user involvement via increased transparency.
  - · Welcome feedback and involvement.
- Better outcome quality via public exposition of results.
  - · i.e. project documentation.
- Simplified communication infrastructure.
  - Closed mailing list for consortium-internal discussions.
  - Open mailing list for all technical discussions.
- Welcome foreign contributions to the project effort.
  - Collaborate with interested developers.
- Allow other projects to inspect our assets and look for reusable contents.



- Official Website
  - Points to all the resources
  - www.mantychore.eu



- http://jira.i2cat.net:8090/display/MANTECH/Home
- Open Mailing list
  - Open technical
  - Archives online
  - http://listas.i2cat.net/cgi-bin/mailman/listinfo/mantychore-technical
- Open Source
  - http://anon:anon@svn.i2cat.net/repos/manticore/









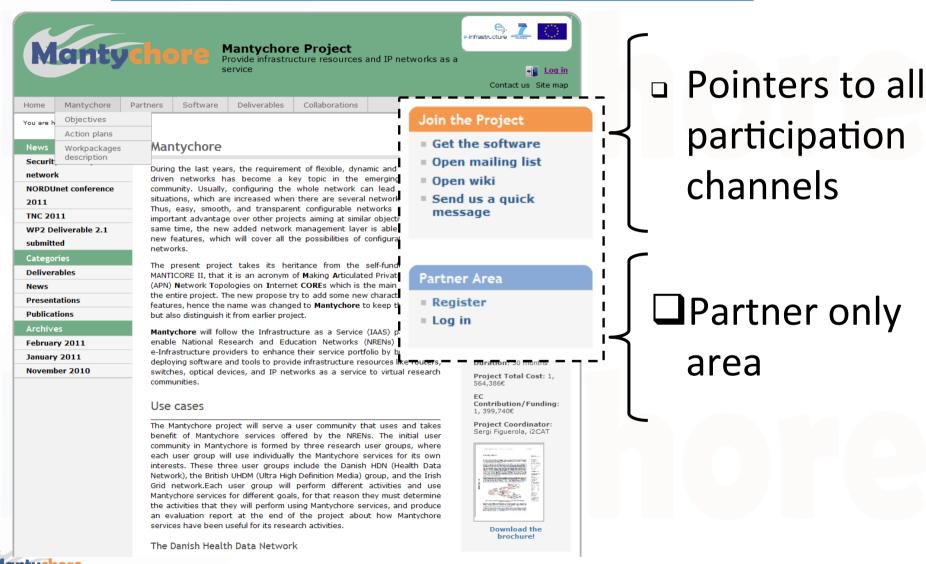
- News
- Pointers to all past presentations
- Archives

How to get a copy of the source code





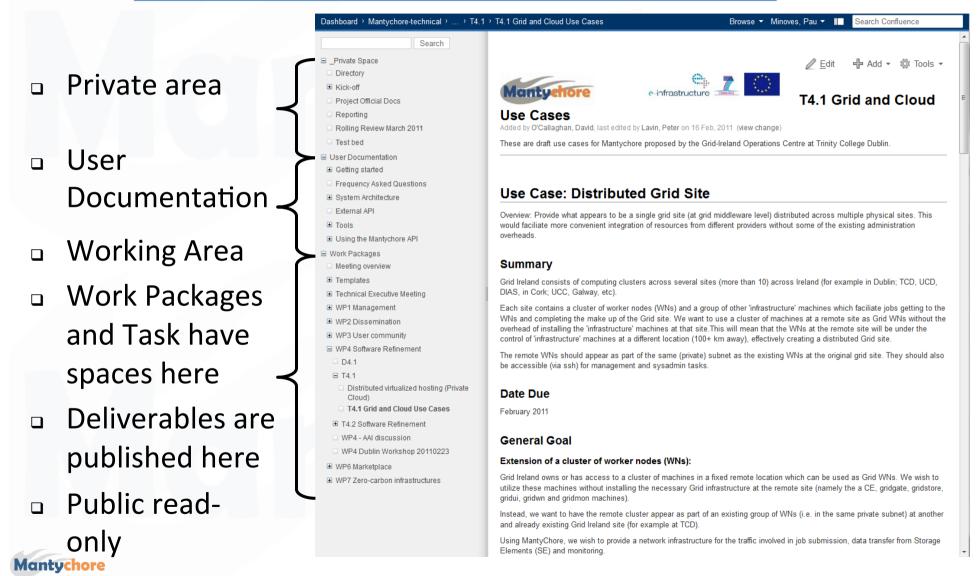








12



SEVENTI FRAMEWO

## **ROLES**





#### Roles – The Product Owner

- Group all requirements generating WP in a Product Owner Committee.
  - Internal users
    - · Partners, JRAss.
  - External users
    - From dissemination and/or exploitation tasks, other project WPs, liaisons, etc.
- Still, the PO should be a single person.
- Consider having a f2f meeting just to bootstrap the PO Committee.
  - Shared vision will save you trouble later.
- Key aspects when choosing PO:
  - Availability.
    - An unresponsive PO severely impacts sprint performance.
  - Project vision knowledge.



#### Roles – The Team

- Distributed teams have a big impact here.
  - Not our case, but I would consider each location as a team, even if one-man.
- If the distributed developers are from different partner institutions they will have different responsibilities in the DoW.
  - · Which makes them effectively different teams.
- Most of Scrum Master's work needs to be done within the team.
- Strive for team auto-organization and full sprint responsibility assumption.
  - Demo to the consortium.



#### Roles – The Scrum Master

- Key aspects are:
  - Knowledge and experience with SCRUM
  - Co-location with the dev. Team.
- SM needs to orchestrate several WP so a degree of authority on WP leaders is needed.
- WP leaders need to be convinced to commit to SCRUM.
- In Mantychore:
  - The technical manager.
- Should the Scrum Master be part of the team?
  - Our experience shows that he is more helpful as first-line product owner.
  - Also, technical manager makes a poor team member.



#### **WORK PACKAGES AND TASKS**



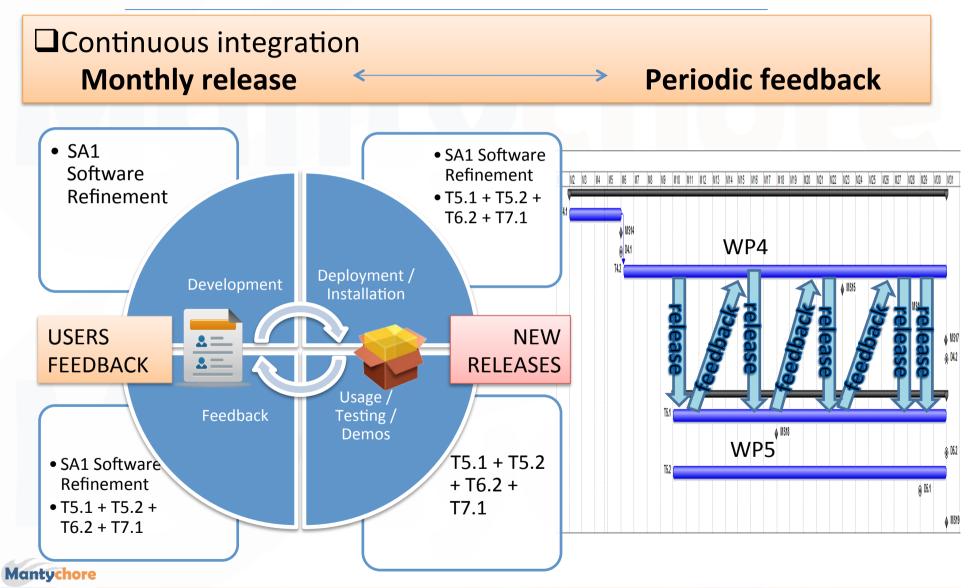


## Work package explanation

- Work plan,
  - Concurrency of
    - Requirements
    - Development
    - Deployment
  - ... tasks is a must.
- Decouple development and deployment cycles?
  - YMMV, test bed is expensive to get (in € and time).
  - Does req. feedback depends on deployment cycle?
    - Req. feedback can severely impact spring success.



## Development methodology



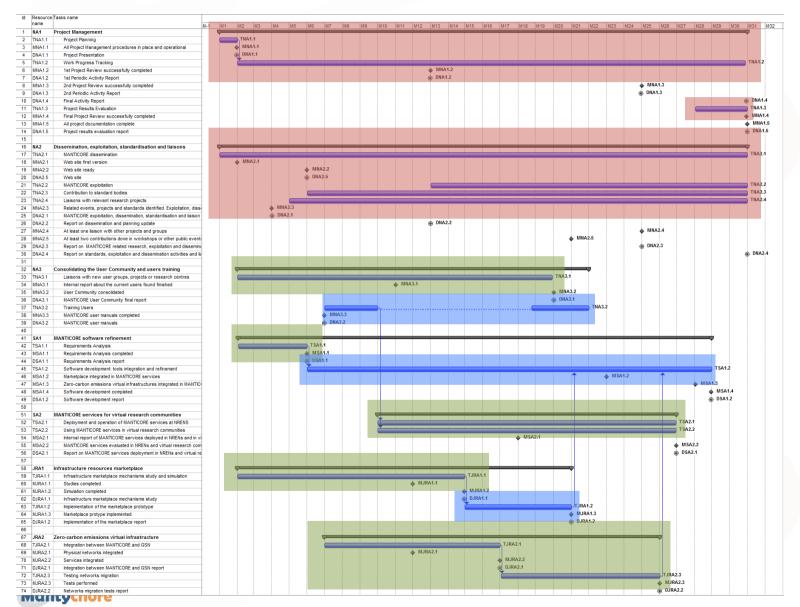


## Work package explanation

- Which WP are involved in SCRUM and which are not?
  - Depending on the nature of duties.
    - Management and dissemination work packages don't.
    - Req. generating tasks can be grouped behind the PO, so they have freedom to organize themselves, yet they are properly channelled.
    - · All tasks that contribute to a release should be on the dev. side.
- Is not uncommon to have this tasks split on several work packages.
  - Group them, using the PO Committee and dev. Teams.
- Example: Joint Research Activities
  - They feed use cases into the product backlog.
  - For instance JRA1 T1 is pure theory and T2 is pure development
  - JRA2 has theory but also works on the deployment of physical nodes, which matches badly with scrum.



#### Work Plan

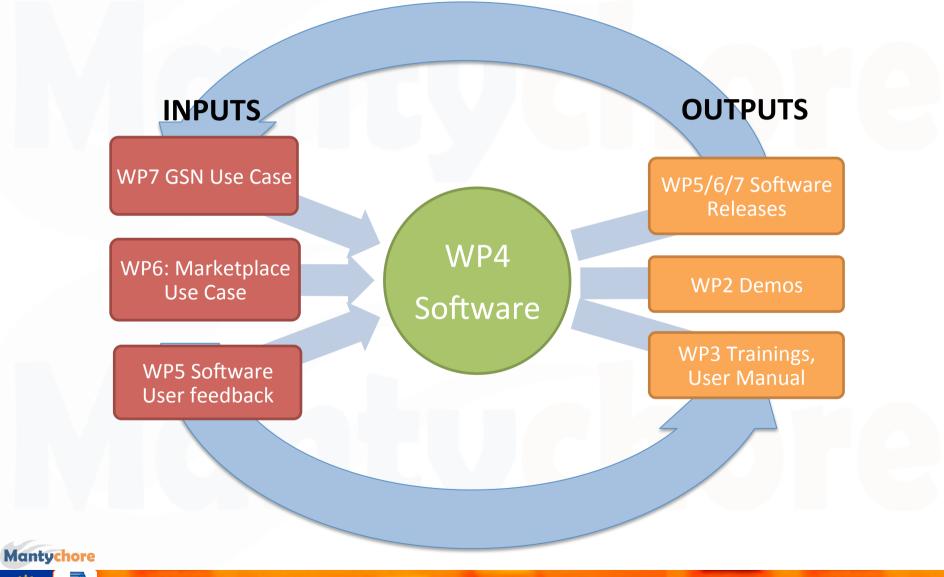


Out PO

**Team** 



#### Interaction from WP4 to other WPs





### **DELIVERABLES**





#### Deliverables

The key difference between FP7 and Agile is a different risk model.

Contract & deadlines vs. Prototype & evolve.

- You know in advance a lot of information
  - Milestones and deliverables
  - Effort pool is fixed.
- Milestones and Prototype deliverables force you to have a long term roadmap.
  - Not cool in SCRUM land, but useful.
  - Other work-packages need this roadmap too.
  - A fixed release cycle serves as a way for external users to plan with you.
- If the team needs to do a deliverable, include it in the planning.
  - Set Sprint length accordingly.



## Deliverable problem example

- D3.1 User Manuals
- Re-adapted in an Open and Agile project context.
  - Constantly evolving documentation.
    - Deliverable becomes just one snapshot of it at delivery time.
  - Documentation available online for external visitors.
    - · Open wiki.
  - Several WP interact with and consume the User documentation.
  - Rules and procedures established to keep documentation updated by all work packages.
  - http://jira.i2cat.net:8090/display/MANTECH/D3.1+User+Manuals
  - http://jira.i2cat.net:8090/display/MANTECH/User Documentation
- Talk to your Project Officer!



Questions?

## **THANKS**



