

Team Agility Assessment

Team Agility Assessment			
Source: Scaling Software Agility: Best Practices for Large Enterprises, by Dean Leffingwell, Addison-Wesley 2007			
Team:			
Date:			
Scoring: 0 - Never, 1 - Rarely 2 - Occasionally, 3 - Often 4 - Very Often, 5 - Always		Score	Comments
Area / Question	(0-5)		
<b>Product Ownership</b>			
Product Owner role exists	5.0		
Product backlog captured	5.0		
Backlog prioritized and ranked by business value	5.0		
Backlog estimated at gross level	5.0		
Product Owner defines acceptance criteria for stories	5.0		
Product Owner and stakeholders participate at Iteration and Release Planning	5.0		
Product Owner and stakeholders participate at Iteration and Release Review	5.0		
Product Owner collaboration with team is continuous	5.0		
Stories sufficiently elaborated prior to planning meetings	5.0		
<b>Total Product Ownership Score</b>	<b>45.0</b>	<b>100%</b>	
<b>Release Planning and Tracking</b>			
Release theme established and communicated	5.0		
Release planning meeting attended and effective	5.0		
Release backlog defined	5.0		
Release backlog ranked by priority	5.0		
Release backlog estimated at plan level	5.0		
The team has small and frequent releases	5.0		
The team has a common language and metaphor to describe the release	5.0		
Release progress tracked by Feature acceptance	5.0		
Team completes and Product Owner accepts the Release by the Release date	5.0		
Release review meeting attended and effective	5.0		
Team inspects and adapts (continuous improvement) the Release Plan	5.0		
Team meets its commitments to Release	4.0		
<b>Total Release Planning Score</b>	<b>59.0</b>	<b>98%</b>	
<b>Iteration Planning and Tracking</b>			
Iteration theme established and communicated	5.0		
Iteration planning meeting attended and effective	5.0		
Team velocity measured and used for planning	3.0		
Iteration backlog defined	5.0		
Iteration backlog ranked by priority	5.0		
Team develops and manages iteration Backlog	5.0		
Team defines, estimates, and selects their own work (stories and tasks)	4.0		
Team discusses acceptance criteria during iteration planning	4.0		
Team manages interdependencies and constraints	5.0		
(Velocity)	3.0		
Work is not added by the Product Owner during the iteration	5.0		
Team completes and Product Owner accepts the Iteration	5.0		
Iterations are of a consistent fixed length	5.0		
Iterations are no more than four weeks in length	5.0		
Iteration review meeting attended and effective	5.0		
Team inspects and adapts (continuous improvement) the Iteration Plan			
<b>Total Iteration Planning and Tracking Score</b>	<b>69.0</b>	<b>92%</b>	
<b>Team</b>			

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Area / Question	Score (0-5)	Comments
The whole team is present at release planning meetings	5.0	
Team is cross-functional with integrated PO, Dev, Doc and QA	5.0	
Team is co-located	5.0	
Team is 100% dedicated to the release (no time-slicing)	4.0	
Team are smaller than 15 people	5.0	
Team works in a physical environment that fosters collaboration	5.0	
Team works at a sustainable pace	5.0	
Team members complete commitments	4.0	
Daily standup on time, fully attended and effectively communicates	5.0	
Team leads communication - not managed	5.0	
Team self-polices and reinforces use of agile practices and rules	5.0	
Team inspects and adapts (continuous improvement) the overall process	5.0	
Team Coach / ScrumMaster exists, is full-time, and is effective	5.0	
The team has an effective channel for obstacle escalation	5.0	
<b>Total "Team" Score</b>	<b>68.0</b>	<b>97%</b>

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Area / Question	Score (0-5)		Comments
<b>Testing Practices</b>			
All testing is done within the iteration and does not lag behind	0.0		
Iteration defects are fixed within that iteration	0.0		
Unit tests written before development	5.0		
Acceptance tests written before development	0.0		
100% automated unit test coverage	0.0		
Automated acceptance tests	3.0		
<b>Total "Testing" Score</b>	<b>8.0</b>	<b>27%</b>	
<b>Development Practices/Infrastructure</b>			
Source control system exists	5.0		
Continuous build with 100% successful builds	5.0		
Developers integrate code multiple times per day	3.0		
Team has administrative access to their own workstations	5.0		
Team has administrative control over their development environment	5.0		
Team is permitted to refactor anywhere in the code base	5.0		
Adequate and effective Code review practices	4.0		
Coding standards exist and applied	5.0		
Stories accepted and demonstrated on integrated build	5.0		
Refactoring is continuous	5.0		
Pair programming is practiced	2.0		
Identical builds for developers' workstations	5.0		
<b>Total "Engineering" Score</b>	<b>54.0</b>	<b>90%</b>	
<b>Total Project Team Score</b>		<b>303.0</b>	<b>88%</b>
<b>Summary Questions</b>			
<b>Additional Feedback:</b>			

Radar Chart Data

Product Ownership	100%
Release Planning and Tracking	98%
Iteration Planning and Tracking	92%
Team	97%
Testing Practices	27%
Development Practices/Infrastructure	90%