SIMPLE AGILE ASSESSMENT

An Assessment Questionnaire that can be taken by any Agile Team

HOW AGILE ARE YOU?

The assessment is based on a set of statements that indicate the following of agile principles and methods - applicable to teams following Scrum or/and XP.

SCORING INSTRUCTIONS

1. Ask every team member of an agile team (including the product owner, tester, everyone) to review the statements honestly.
2. Ask them only to mark a score with a 1 or (✔) if – and only if – they believe they are consistent and it could be audited. In other words, if the team is asked for evidence, are you confident you could provide it. Otherwise score 0 or (X).
3. Add up the 1's or (✔) for each team member. Then average the score for the team.
4. If a team has really got agile principles and practices consistently nailed, and according to every team member, the highest score would be 42!
5. To what extent a team is really effective at all these points is another matter, of course, and coaching support is recommended.
6. Next, add up and review the (X) statements and add these as improvements that the team can start working on.

Source: 101Ways.com by Kelly Waters, Author of "All about Agile"

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Nr	Statement	✔ X
1	The team is empowered to make decisions.	
2	The team is self-organising and does not rely on management to set and meet its goals.	
3	The team commits and takes responsibility for delivery and is prepared to help with any task that helps the team to achieve its goal.	
4	The team knows who the product owner is.	
5	Each sprint/iteration has a clear goal.	
6	All team members, including testers, are included in requirements workshops.	
7	Requirements documentation is barely sufficient and the team collaborates to clarify details as features are ready for development.	
8	Test cases are written up-front with the requirements/user story.	
9	There is a product backlog/feature list prioritised by business value.	
10	The product backlog has estimates created by the team.	
11	The team knows what their velocity is.	
12	Velocity is used to gauge how many user stories should be included in each sprint/iteration.	
13	Sprints/iterations are time-boxed to four weeks or less.	
14	Sprint budget is calculated to determine how many product backlog items/features can be included in the sprint/iteration.	
15	The sprint/iteration ends on the agreed end date.	
16	All tasks on the sprint backlog are broken down to a size that is less than one day.	
17	Requirements are expressed as user stories and written on a card (electronic user story).	
18	The team estimates using points which indicate the relative size of each feature on the product backlog/feature list.	
19	The team generates burndown charts to track progress daily.	
20	Software is tested and working at the end of each sprint/iteration.	

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21	The team is not disrupted during the sprint/iteration.	
22	Changes are integrated throughout the sprint/iteration.	
23	Automated unit testing is implemented where appropriate.	
24	There is an automated build and regression test.	
25	Stretch tasks are identified for inclusion in the sprint/iteration if it goes better than expected.	
26	The Product Owner is actively involved throughout each sprint.	
27	All code changes are reversible and it is possible to make a release at any time.	
28	Testing is integrated throughout the lifecycle and starts on delivery of the first feature.	
29	Impediments that hold up progress are raised, recorded on the whiteboard and resolved in a timely fashion.	
30	When someone says 'done', they mean DONE! (ie shippable).	
31	The team uses the whiteboard to provide clear visibility of progress and issues on a daily basis. (electronic board)	
32	The sprint/iteration goal(s) is clearly visible on the board.	
33	All user stories and tasks are displayed on the whiteboard for the duration of the sprint/iteration.	
34	Daily scrums happen at the same time every day – even if the scrum master isn't present.	
35	The daily scrum is restricted to answering the standard 3 scrum questions and lasts no more than 15 minutes.	
36	There is a product demonstration/sprint review meeting at the end of each sprint/iteration.	
37	All team members, including testers and Product Owner, are included in the sprint/iteration review.	
38	The sprint/iteration review is attended by executive stakeholders.	
39	There is a sprint retrospective at the end of each sprint/iteration.	
40	Key metrics are reviewed and captured during each sprint retrospective.	
41	All team members, including testers, are included in the sprint retrospective meeting.	
42	Actions from the sprint retrospective have a positive impact on the next sprint/iteration.	

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