

# 3P Agile Tailoring

Technique:

Team:



## 1. Pain

Name the frustration, difficulty, challenge posed by a given technique, process, or practice.



## 2. Purpose

Clarify the underlying principle of that technique



## 3. Pivot

Adjust the technique to get some of that intended benefit.

# 3P Agile Tailoring

Technique: *Small Teams*

Team: *Cloud Migration*



## 1. Pain

*We want autonomous teams. But our legacy technology is so complicated, there's no way we can have a full stack skillset with less than 12-15 people on a team. Maybe after we migrate to the simpler cloud platform we can, but not now.*



## 2. Purpose

*Small teams (5-9 people) help with collaboration.  
Fewer people means faster meetings, and more "space" for people to participate*



## 3. Pivot

*Hmmm...let's design more intimate "pre-meetings" and "work sessions" for specific topics with open invitations for only those who want to participate. Then, our facilitator can design our whole-team meetings to be more time-focused AND more inclusive.*

# 3P Agile Tailoring

Technique: *Story Points*

Team: *Super Stars*



## 1. Pain

*Our client pricing is based on the estimated man-days expended on a given deliverable. Using points will require extra conversion formulas. That complexity seems wasteful and confusing.*



## 2. Purpose

*Story points were developed as an alternative to the baggage and side-effects of man-day estimation. This includes things like: thinking in terms of duration-taken rather than effort-expended; thinking in terms of skillset silos; management pressure & extra padding*



## 3. Pivot

*Let's continue using our known and understood man-day approach, but with extra working agreements to protect us from those side effects*

# 3P Agile Tailoring

Technique:

Team:



**1. Pain**



**2. Purpose**



**3. Pivot**