

BUILDING AGILE STRUCTURES

JOIN US!

SEARCHING FOR ENGINEERS
TO ASSEMBLE LEGO BRICKS

LEGO
SIMULATION



 PROCOCGNITA.COM

©procognite
©tuykowski

COMPONENT TEAMS

ROUND 1

BIZ

PM 1

...

PM N

DEV

COLOR 1

...

COLOR N

INTEGRATION

METRIC

4:11

PRIORITIZATION ISSUE ^{FIRST} _{LOUDER}
IT VS BUSINESS _{NICER}
BLAME GAME

- WORKLOAD NOT EVEN DURING ITERATION
- FRUSTRATION ABOUT POSSIBILITY TO CONTRIBUTE
- BONUS FOR MULTITASKING
- IT ALWAYS NEED MORE PEOPLE

CROSS-COMPONENT TEAM SINGLE SPECIALISTS

ROUND 2

BIZ

PMI

PMN

TEAM 1

COLOR 1

...

COLOR N

INTEGRATION

TEAM N

COLOR 1

COLOR N

INTERACTION

METRICS

5:54

2.48

2.30

- QUALITY ISSUES
- STILL MULTITASKING
UTILIZATION OF PEOPLE
- SOME PEOPLE DON'T HAVE
ANYTHING TO DO
- BONUSES IMPACTING PRIORITIZATION
- PM'S HAS MORE TIME

CROSS - COMPONENT TEAM FULL STACK DEV

ROUND 3

BIZ

PM1

PM N

TEAM 1

TEAM MEMBER

...

TEAM N

TEAM MEMBER

...

METRICS

h: 15

h: 06

2: 42

2: 21

0: 50

0: 29

0: 28

0: 05

0: 04

PO BOTTLENECK

MOVE SOME RESPONSIBILITIES
TO TEAM

IMPORTANT TO HAVE ONE
BACKLOG

DUPPLICATION OF WORK - NEEDS
FOR TRANSPARENCY

EASY TO INVOLVE TEAM MEMBERS

BUT MAKE SURE THAT THEY KNOW
WHAT THEY ARE SUPPOSED TO ACHIEVE

COMPETITION ON SHARED RESOURCES