

AEGON Ireland: Introducing Agile

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Agenda

- 1. Company overview
- 2. Key challenges
- 3. Systems overview
- 4. Why we moved to Agile
- 5. Our scrum structure
- 6. The initial launch January 2012
- 7. Current view
- 8. What would we have done differently?
- 9. Summary

Company overview

- •Aegon Ireland is an international life company and part of the Aegon group headquartered in Den Haag. The company was established in 2002.
- •Aegon Ireland provides offshore bond products to the UK market and Variable Annuity products to a number of European countries
- •The company has ~€5 billion of assets under management
- •The offshore bond product is "open architecture" and involves management of over 3000 different lines of stock
- •The variable annuity products have a simple fund set but a constant flow of new product development (online services, new business processes, product features)
- •Project stakeholders include all ranges of business disciplines: Sales & Proposition, Client Services (incl. Contact centre), Investment admin, Finance & Actuarial, Legal etc. ...not to mention our end customers and financial advisers

Key challenges



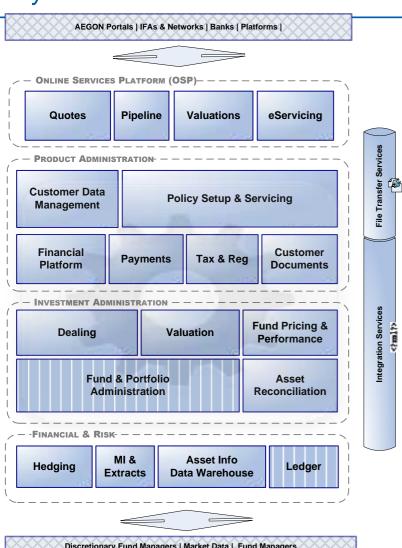








Systems overview



Technology stack:

- Front-end: Java Swing for back-office UIs; C# ASP .Net for web
- Background: workflow manager, daily batch, print manager, financial processing platform etc.
- Middleware: OO domain in Hibernate & Spring; custom business logic / hibernate layers; Spring JDBC; ADO, LINQ etc.
- Database: complex data model (much pre-existing) in Informix & SQL Server
- Integration: from messaging (strong) to shared database (weak)
- → Not a green-field development site for Agile, but ours to reshape!

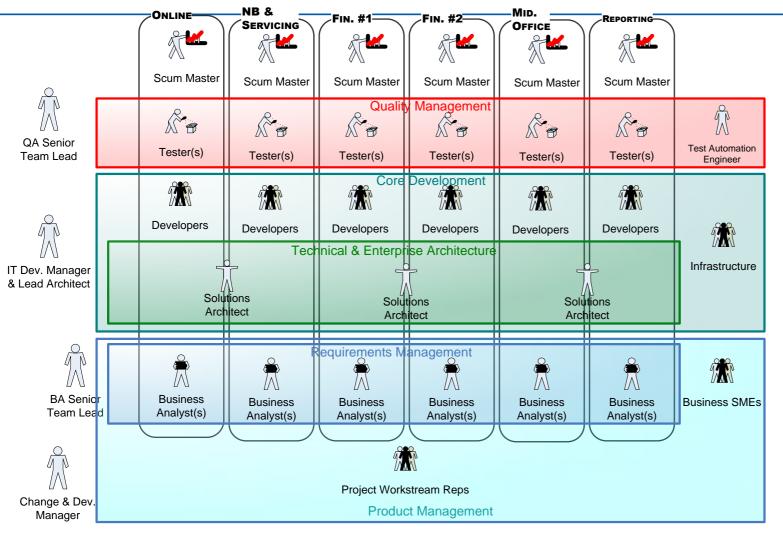
Why we moved to Agile

Teams formed and assigned to deliver business projects, potentially spanning many areas of platform...

Project & Customer	Process & Quality
Waterfall projects dealing with emerging requirements	Over-reliance on manual testing
 Requirements didn't come in the right/good order vague guidelines on RDR from the FSA high proposition demand - result of unclear market in 2013 Scope overload - lack of belief in a phase 2 Lack of business engagement 	 Insufficient completion of tasks before Dev handoff to QA Increased risk caused by test blocks at end of project Some quality issues caught late or post-live: knowledge of system & standards suggested as cause
Technical	People
Few functional boundaries within platform – lack of contracts and service-oriented development	Context-switching across different systems: subject-matter expertise hard to nurture
 No standards / drive to test functionality in isolation Limits to growth (infra) on test environments Significant time & diligence on branch, merge & release 	 No vision held for systems outside of leadership/ architecture team
	• Team set to scale by 50-100% in 2012
	De-motivation & frustration setting in

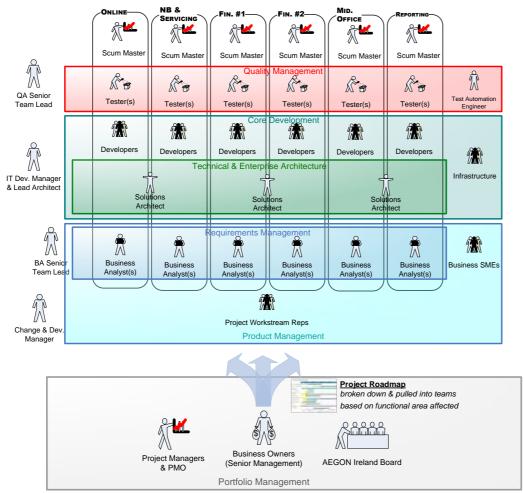
Some Agile practices had been adopted (they just made sense!) and had started to show promise...

Our scrum structure

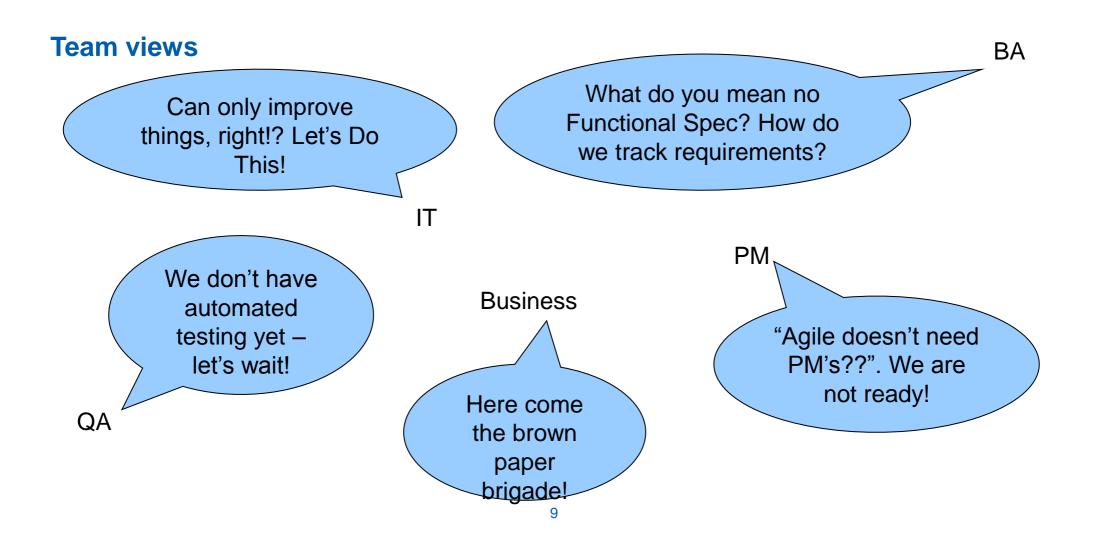


- "ideal-sized" teams of 7-9
- BA/QA:Dev ratio of 1:4
- Monthly 'Portfolio Planning'
- Independent stories & backlogs per team
- 4 week (synchronised) sprints
- Continuous integration
- 'in-sprint' testing aim to ship software

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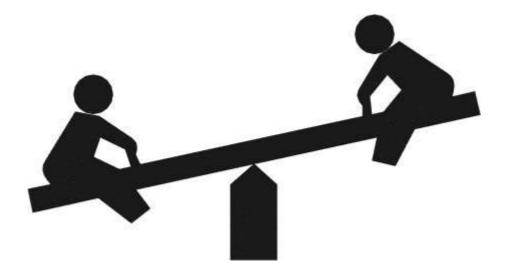


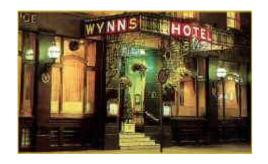
- "ideal-sized" teams of 7-9
- BA/QA:Dev ratio of 1:4
- Monthly 'Portfolio Planning'
- Independent stories & backlogs per team
- 4 week (synchronised) sprints
- Continuous integration
- 'in-sprint' testing aim to ship software



Early training focused on

- providing a base understanding across all teams
- allaying key concerns about user story approach and testing
- tipping the balance of knowledge





Sprint #1 Day 1 – Head-first into Agile!

A full day offsite planning at Wynn's hotel

What went well:

- Good team spirit
- High levels of energy & enthusiasm
- Co-location
- Sharing of knowledge
- Priorities clearly visible

What needed improvement:

- Failure to bring stakeholders with us on our journey
- Sprint planning without sufficient grooming
- QA approach too ambitious at the start
- Prioritisation meeting across projects took 3 months to be properly efficient
- Sufficient grooming of user stories in advance was an issue teams were starved of work

Current View

What's Improved:

- Quality
- Test Design
- Test Automation
- Grooming & Planning
- Specialism
- Issues & Cracks more Visible
- Control on Priorities

Current view

What still needs improving:

- Tracking Progress and Recording Velocity
- Estimate Accuracy
- Stakeholder Buy In
- Management of Expectations
- Overall programme delivery was not Agile many other work streams involved (compliance, legal, marketing, tax)
- Teams need to time to settle after significant recruitment

















What would we have done differently – look back on the year

Summary

Current position

- •Delivered by far the most complicated project ever encountered in the company
- •A very high quality end product
- Highly motivated Scrum teams
- Deep knowledge within teams despite relatively new to organisation
- •A powerful delivery engine

Ongoing

- •Development of a project approach that can provide a clear narrative on progress
- Scaling of agile
- •Improve management buy-in as next set of projects commence