Kazakevich B; Joiner K, 2023, 'Agile Approach to Accelerate Product Development using an MVP Framework', *Australian Journal of Multi-Disciplinary Engineering*, <a href="http://dx.doi.org/10.1080/14488388.2023.2266164">http://dx.doi.org/10.1080/14488388.2023.2266164</a>



#### Canberra

Never Stand Still

# Agile Approach to Accelerate Product Development Using an MVP Framework

Capability Systems Centre, Australian Cybersecurity Centre, School of Engineering and Information Technology



#### Boris Kazakevich – Principal Engineer, Moog Australia

- Professional engineer with 30+ years of experience in the industry
- Mechanical Engineer by trade, specialising in motion control
- Managed complex projects, and led engineering teams
- Took an interest in Systems Engineering, formalising it in study MsSysEng (UNSW)



#### Dr. Keith Joiner, CSC – Senior Lecturer and Researcher, UNSW

- Air Force aeronautical engineer, project manager and teacher for 30 years
- Former Director-General of Test and Evaluation
- BEng Aeronautical Engineering, a Master of Aerospace Systems Engineering, Ph.D. in Calculus
- Teaches master programs for systems engineering, project management and cybersecurity, and to undergraduates for aircraft design



## Agenda

- 1. Background and Complexity
- 2. Existing Model Challenges
- 3. Agile methodology
- 4. Proposed Concept
- 5. Summary





## Background

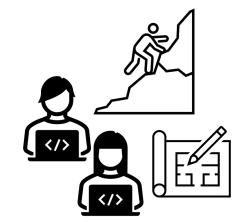
#### **Voice of Customer**

- Capability development is taking too long
- Capability development attracts a significant cost
- Capability development is inflexible, little tolerance to changes
- Capability development is very transactional, and milestone focused



#### **Voice of Process**

- Requirements Engineering takes a significant portion of development
- Locking requirements early leads to untested assumptions and risks
- Little opportunity to innovate due to the expectation the system works on the first attempt
- Testing at the end of development focuses on the acceptance and verification leading either to compromises or stressful rework







Complexity

"Complexity characterises the behaviour of a system or model whose components interact in multiple ways and follow local rules, leading to non-linearity, randomness, collective dynamics, hierarchy, and emergence" (source Wikipedia)

#### **Modern Capability**

- Combination of advanced subsystems of various maturity level
- Software Centric (Firmware, Control, Safety, Security)
- Integrates into System of Systems (Mechanical, Electrical, Software)
- Expected to be Modular, Adaptable, Resilient
- Automated now, Autonomous tomorrow

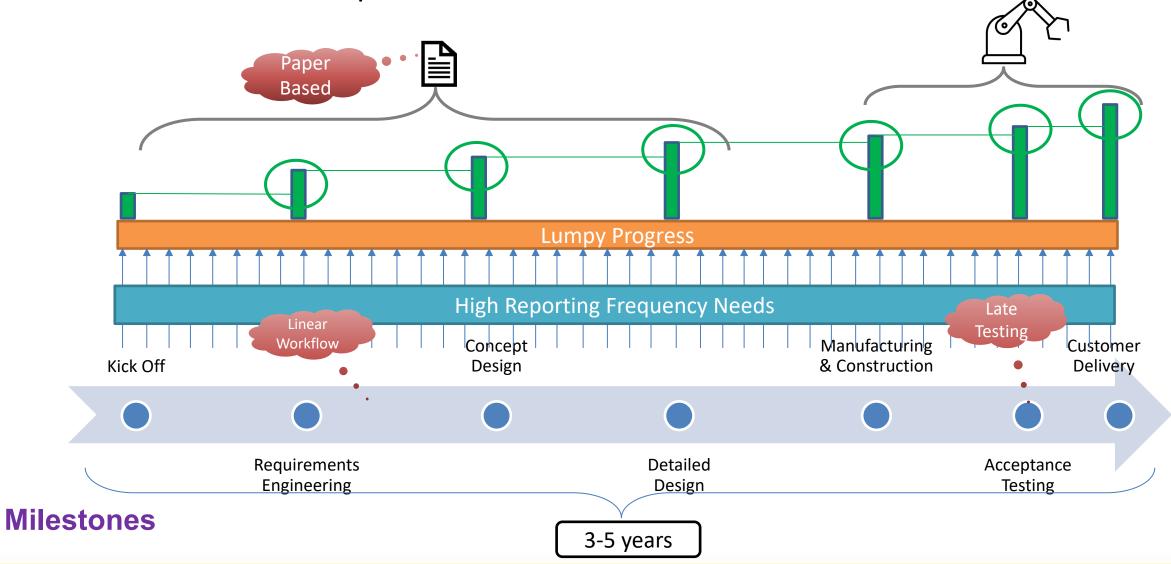
"... traditional, linear project management tools and techniques, while still necessary, are often insufficient to manage the complexities of 21st-century projects..." (International Centre for Complex Project Management)







#### **Current State of Development**

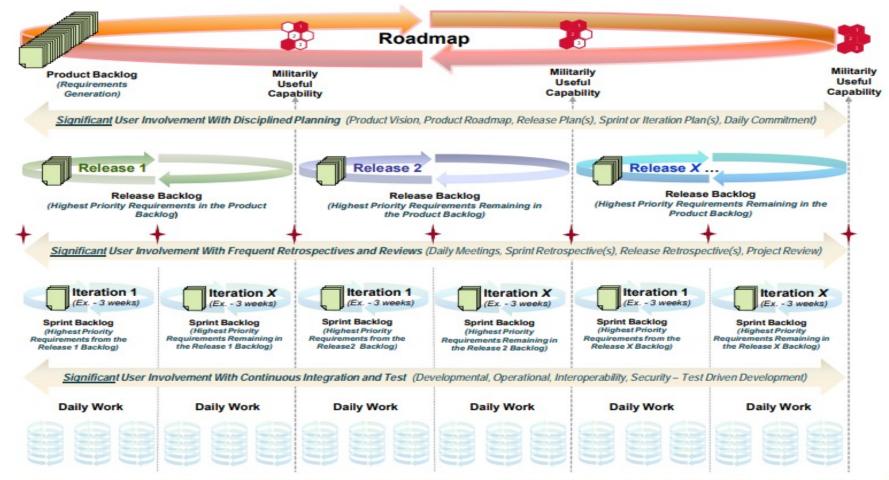






# Agile Methodology

"... a project management philosophy characterised by highly skilled workers, working in self-managed teams to create products and services that are effective, efficient and value added..." (Kaitlynn M. Castelle et al)







Waterfal	l and	Agile
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	Waterfall	Agile
Planning is critical	Plan the work—especially the budget, schedule, and deliverables—to the maxi- mum extent possible before beginning any design or code.	<ul> <li>Near-term plans contain more detail, while plans further out on the time horizon contain fewer details.</li> <li>The overall vision is broken down into a roadmap, which is further broken down into release plans, which are further broken down into sprint or iteration plans, which are further broken down into daily plans.</li> <li>Requirements are prioritized.</li> <li>Cost and schedule estimates are prepared for each capabil- ity at a high level. Relative estimation versus absolute esti- mation is employed.</li> <li>Frequent planning sessions (at the beginning of each itera- tion) result in detailed, high-fidelity plans.</li> <li>Risks are assessed and risk mitigation influences planning.</li> </ul>
Managed Requirements	Lock down requirements to prevent gold- plating and scope creep.	<ul> <li>No requirements can be added to an iteration once it has started.</li> <li>New requirements are evaluated by the stakeholders and prioritized thus preventing gold-plating and scope creep.</li> </ul>
Ongoing Reporting	Institute multiple reviews to provide senior leadership oversight as well as to serve as gates for continued work.	<ul> <li>The customer is involved in all aspects of planning and testing. Customer (in the form of the product owner) is involved daily.</li> <li>There are reviews at the end of each iteration that serve as gates to further work.</li> </ul>
Task Completing	Move forward in a step-by-step, sequential manner and only when all parts of the previous steps were complete.	<ul> <li>The code base is integrated and tested daily.</li> <li>The code base must pass all tests before and after integra- tion. Regression testing is typically done each night.</li> </ul>
Documents managed	Capture all details with extensive docu- mentation.	<ul> <li>There is an overall plan.</li> <li>There are requirements descriptions.</li> <li>There are cost and schedule estimates.</li> <li>There are risk assessments.</li> <li>There is training material (as appropriate).</li> <li>There is documentation (as appropriate).</li> <li>There are lessons learned (based on retrospectives).</li> </ul>
		Adapted from Palmquist, 2013

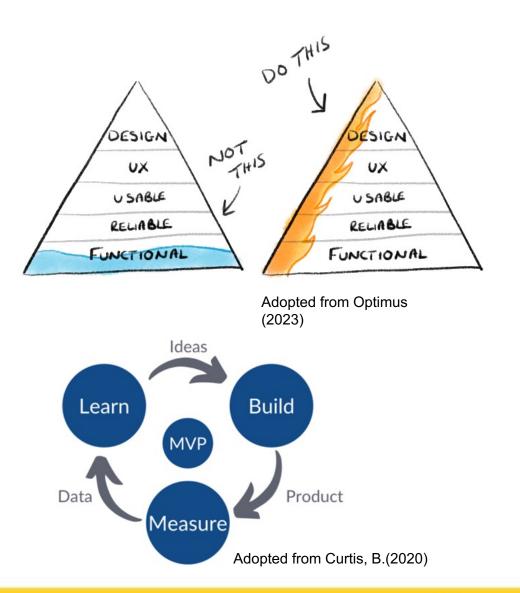




# Minimum Viable Product

"That version of a new product which allows a team to collect the maximum amount of validated learning about customers with the least effort." (Eric Reis)

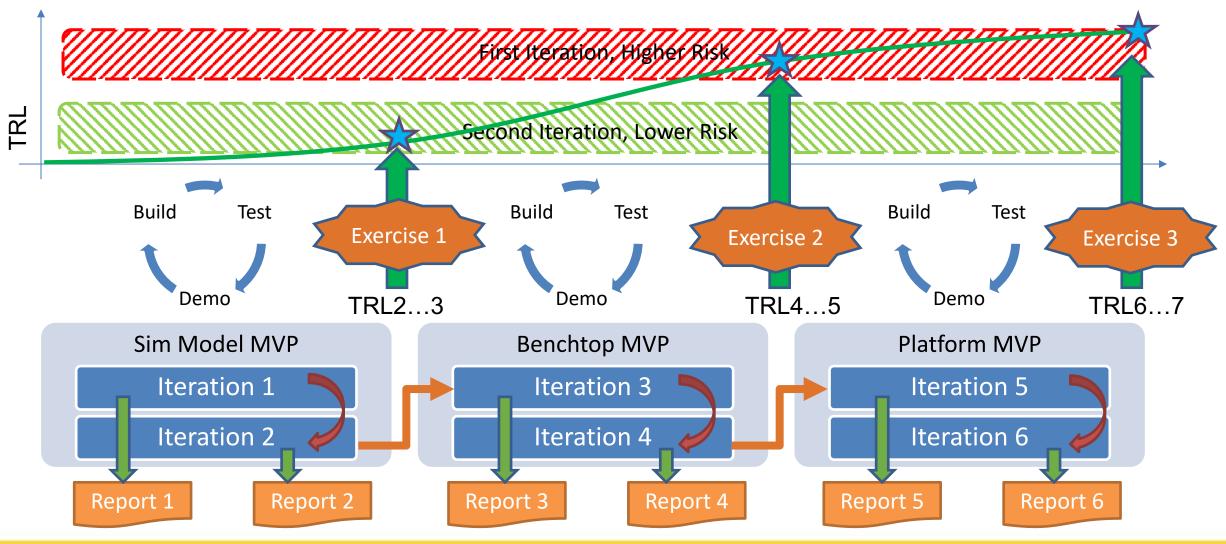
- Focus on the core issue needed to be solved for the customer
- Rapid and ongoing testing within a set budget
- Market validation in real-time with real users
- Shorter development time
- Reduced cost because of shorter development time and focused effort







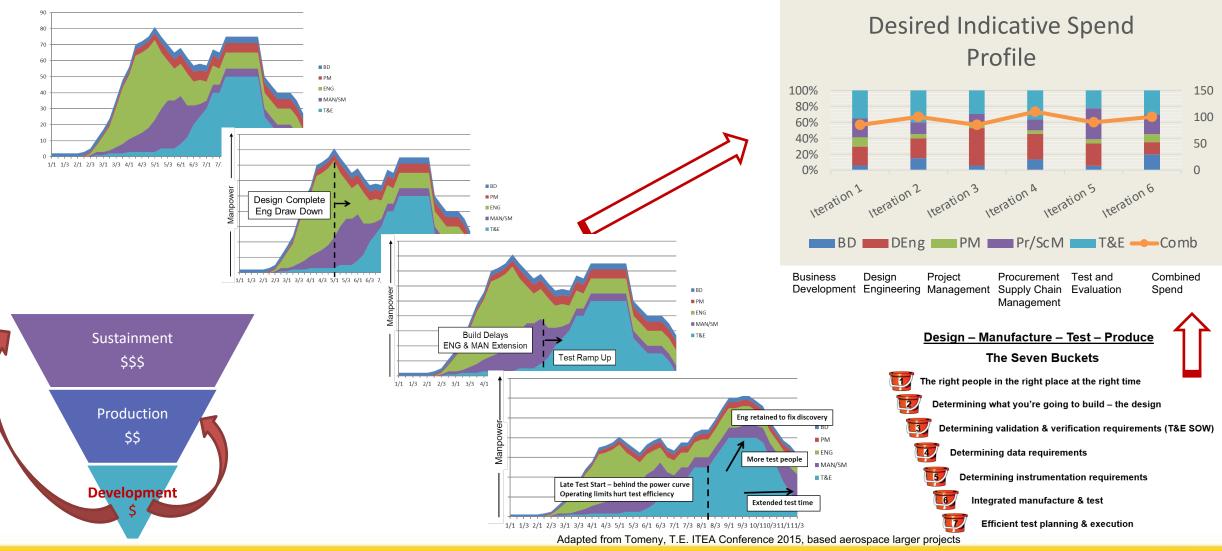
# MVP-based Capability Development Model







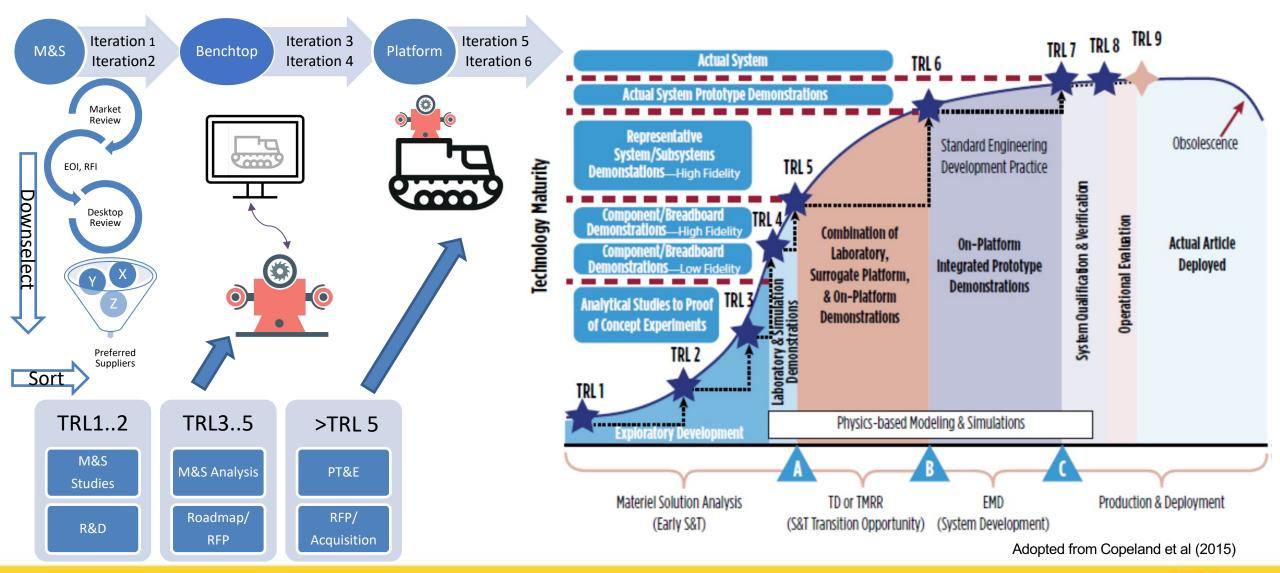
## Proposed Cost Model – Balanced Spend







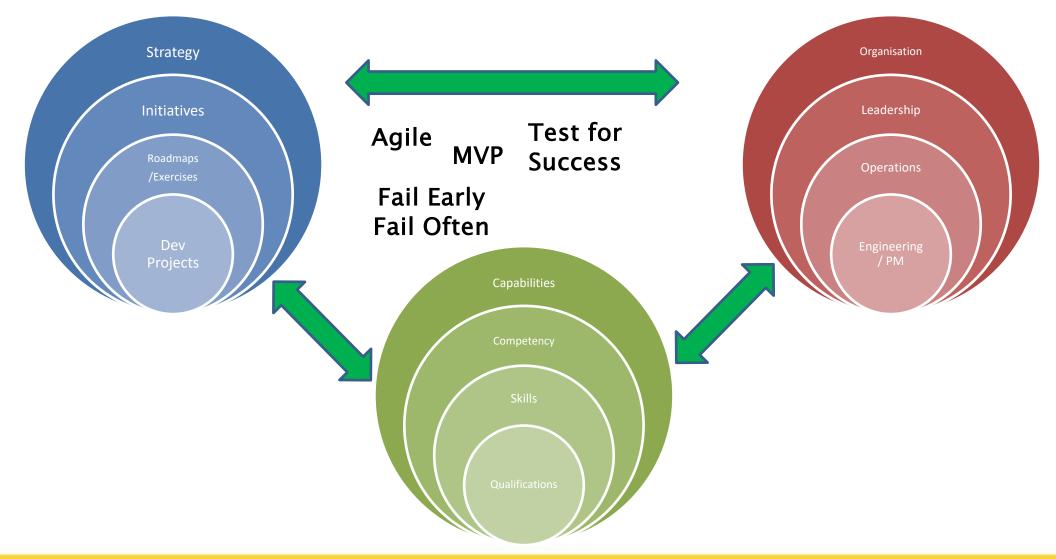
# Change in Solicitation Model







## **Business Model**







# **Change Management**

Develop Detailed Requirements Upfront Project Management on

Fixed Milestones reports Deliver Final Capability

without iterations

Business Development delivers reports only

Rigorous management of the engineering team

Paper-based reporting Lessons learned at the end

#### 20 C

Agile Training across the

organisation

- **Solution** Business Management
  - Systems alignment with Agile methodology
  - Focus on behavioural change

Process corrections using reflections and feedback

Practice, practice, practice

- D Requirements refinementT through activity
- Continuous capabilitygrowth
  - Business and Engineering work cooperatively
  - Activity-based reporting

Focus on technical competencies through self-organised team

"Maximise the amount of work note done to drive simplicity"

Reflections drive continuous improvements and behavioural changes





#### Summary

- Proposed new MVP-based Framework for Defence Acquisitions (more details in referenced paper)
- Quick Survey using QR-code on presented material and interest in attending Face Validity Workshop
- Alternatively welcome exploring or commencing the activity under proposed framework



<u>Survey Link</u>



