

# PI PLANNING ESSENCE ILLUSTRATED WITH "WHY"

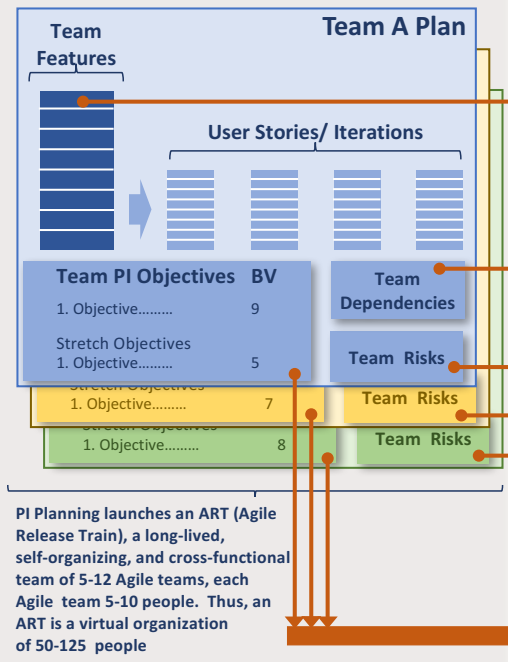
## INPUT

### DAY 1

- **Business Context:** A senior executive/line-of-business owner presents the current state of business and solutions that address current customer needs
- **Product/Solution Vision:** Product Management presents the current program vision (typically top 10 upcoming features) and highlights any changes from the previous PI planning meeting, as well as any upcoming Milestones.
- **Architecture Vision and Development Practices:** System Architect/Engineering presents the architecture vision. In addition, a senior development manager may present Agile-supportive changes to development practices, such as test automation, DevOps, CI and CD, which are being advanced in the upcoming PI.
- **Planning Context:** The Release Train Engineer presents the planning process and expected outcomes of the meeting.



### DAY 1 & 2

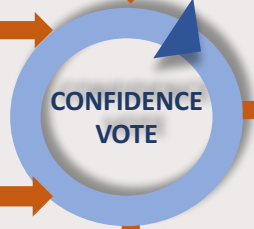
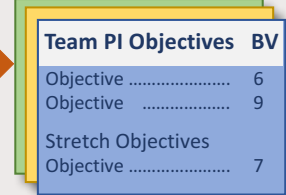
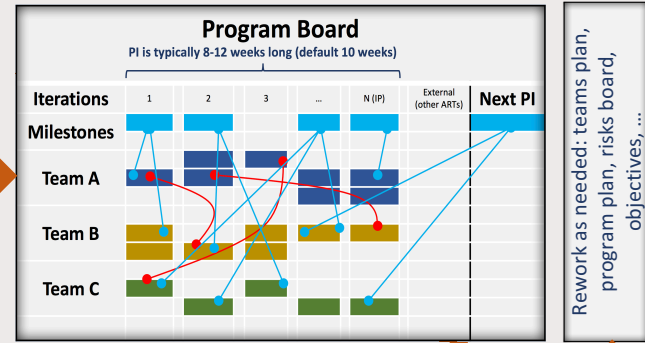


PI Planning launches an ART (Agile Release Train), a long-lived, self-organizing, and cross-functional team of 5-12 Agile teams, each Agile team 5-10 people. Thus, an ART is a virtual organization of 50-125 people

**Breakout 1 (Day 1):** Teams draft their plan (team PI Board), assign Features and User Stories to Iterations (high level story points planning that will be worked out with details during each Sprint Planning), write initial team PI Objectives, estimate capacity (velocity) for each iteration, identify team risks, dependencies on other teams (User Stories, Features), external sources, or other ARTs, align Features delivery with Milestones, including if Features will be released in next PI.

## OUTPUT

### DAY 1 & 2



**Breakout 2 (Day 2):** Teams make needed adjustments after Management Review, finalize their plans, team Objectives, and Business Values are assigned to the Objectives.

**Confidence Vote:** Teams vote on their own team PI Objectives, which will be aggregated to the Program PI Objectives, and on all teams PI Objectives collectively. The latter one is more inclusive voting. If average vote is less than 3 fingers, rework takes place to address the concerns, therefore Confidence Vote can repeat.

Rework as needed: teams plan, program plan, risks board, objectives, ...

## OUTCOME

### WHY PI PLANNING?

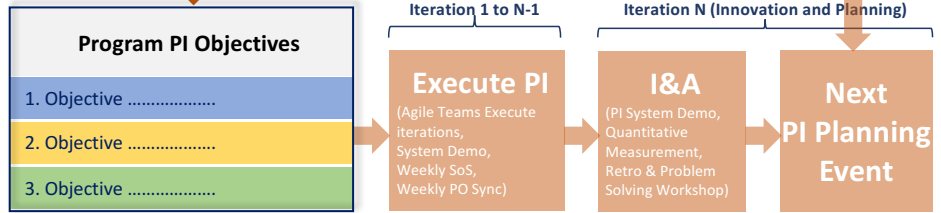
- Commitment to an agreed set of Program Objectives in a face-to-face communication across all teams and stakeholders
- Aligning development to business goals with the Business Context, Vision, and Team and Program Objectives
- Identifying risks and dependencies, and accomplishing fast decision making
- Building a social network for accomplishing the ART success

In essence, 1<sup>st</sup> Day of PI Planning teams create draft plan and review them; 2<sup>nd</sup> Day, they finalize team and program plans and commit to them. Two primary outputs of a successful PI Planning are committed PI Objectives and Program Board.

- Scrum of Scrum (SoS) is a weekly (more often, if needed) meeting of Release Train Engineer (RTE), Scrum Masters, and other appropriate participants, typically facilitated by RTE to coordinate dependencies of the ART (or ARTs) and provide visibility into PI progress and impediments, timeboxed 30 minutes.
- PO Sync is a weekly (often, if needed) meeting of Product Owners and Product Managers, typically facilitated by RTE or Product Manager to get visibility into the ART progress toward the program PI Objectives, discuss problems or opportunities with Features development, and assess any scope adjustments, timeboxed 30 to 60 minutes.
- Both SoS and PO Sync meetings can be followed by a "meet-after" to solve any problems between concerned actors. SoS and PO Sync meetings can also be combined into one, often referred to as an ART Sync.

As per Scaled Agile Inc., "There is no magic in SAFe® . . . except maybe for PI Planning", therefore, this illustration attempts to contribute towards explanation of the PI Planning event and beyond. SAFe® and Scaled Agile Framework are registered trademarks of Scaled Agile, Inc.

### AFTER PI PLANNING EVENT



Improve next PI Planning Event

XOR

IF AVG < 3 fingers, THEN

# Elucidation

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One of the fascinating intellectual capabilities of human mind is to conceptualize, visualize, and simplify complex processes. In doing so, it is crucial to strike the right balance between details and essence, expressivity and simplicity, comprehensiveness and conciseness. These considerations guided the creation of this schematics.

- New teams always struggle to grasp the purpose, activities, and flow of PI Planning. Equally, new RTEs need a quick reference whether for executing PI Planning, training new teams, or simply presenting the planning context in a richer interrelation as per these few examples:
  - Color is used to enhance readability and flow of information and activities. For example, the Program Board has features coming from different teams, and so are the PI Objectives or program risk board.
    - While we refer to Features, it must be noted that these also include Enablers as per requirements of Architectural Runway and recommendation of Systems Teams. Enablers are critical to get Enterprise or System Architecture ready for implementing future Features.
  - The “Confidence Vote” can repeat if the average confidence is less than 3 fingers. Therefore, it has exclusive OR outcome (proceeding to Retrospective, OR reworking to achieve acceptable confidence level).
  - The schematics goes beyond PI Planning by closing the loop and capturing the cyclic nature of PI and PI Planning.
  - Side notes reinforce the concepts and provide essential explanation without leaving the page.
  - Inclusion of factual knowledge such as ART size, PI duration, team size, etc., make this one sheet a quick knowledge source.
  - Symmetric layout of graphical elements and arrows enhances its readability and retention.
- Like the SAFe framework as a whole, PI Planning is not a straight jacket that has to be forced on teams. While preserving the principles and purpose of it, the implementation itself might slightly vary in different situations:
  - Some practices might have advanced DevOps practice with either instantaneous or near instantaneous release while some might have weekly, monthly, or quarterly releases, where some completed Features might be released only in the next PI.
  - In some practices, prior to PI Planning event, teams are nominated with Features so they head start working on their user stories and story estimation, capacity (velocity) estimation for each iteration, dependencies, etc.
    - This should not be confused with Pre- and Post-PI planning events used in case of multiple Agile Release Trains and Suppliers in a Solution Train.
- Team Plans (Team Boards), Objectives, and Risks as well as the Program Board emerge iteratively over rounds of breakouts in 2 days
  - While most SAFe practices conduct 2 days PI Planning, others may take 1 day, 1.5 day, or 2.5 days, depending on teams geographic distribution, experience, and preparedness.
- This schematics emerged over numerous PI Planning conducted, co-conducted, or simply observed by the author to depict the essence of PI Planning.
- It is important to note that this is not a replica of the “Standard two-day PI Planning agenda”, and one should not expect a one-to-one correspondence between the two.