

# Agile Acquisition

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# Purpose / Outline

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## Discuss adoption of Agile development practices in federal acquisition

- **Agile Overview**
- **Program Structure**
- **Requirements**
- **Contracting**
- **Cost Estimation**
- **Testing**
- **Barriers and Enablers**

# Agile Guiding Principles

## Small, Frequent Releases



## Review Working Software Not Extensive Docs



## Responsive to Changes in Ops, Technologies, Budgets, Threats



## Active User Involvement



**Agile Acquisition: How IT Acquisition programs can leverage Agile Software Development practices**

# Agile Is. . .



- A mindset and cultural change, not simply a process to follow
- A journey of continuous improvement
- Tailored for your organization's vision, culture, and needs

# Large Software Projects Rarely Succeed

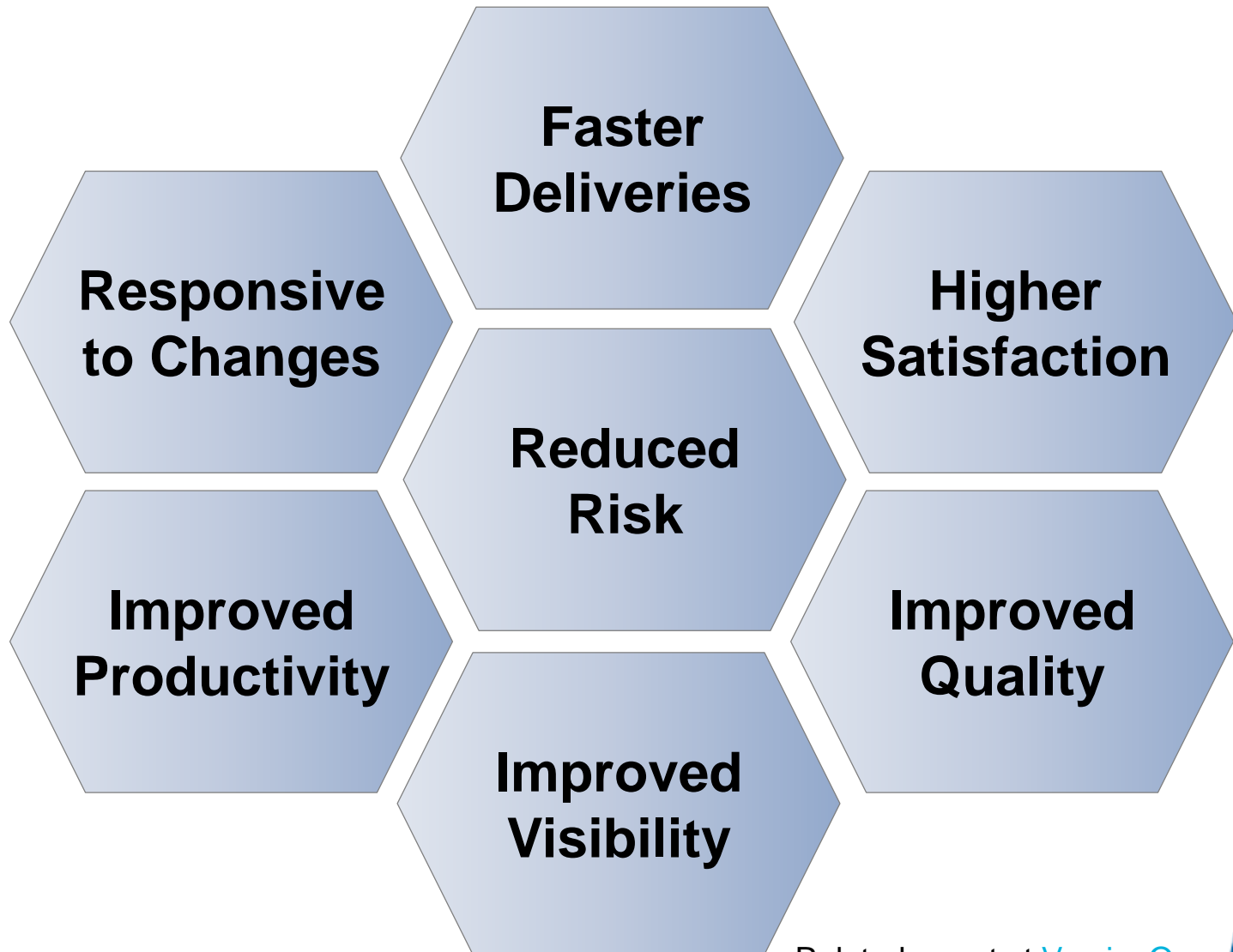
## Two Simple Rules

1. Smaller is better
2. See #1

Project Size	Successful*
Grand	6%
Large	11%
Medium	12%
Moderate	24%
Small	61%

\* Success: On Time, On Budget, Satisfactory Result

# Benefits of Agile



# Programs Well-Suited for Agile Adoption

## Software Intensive Systems

- Incrementally deliverable
- Rapid delivery
- Short lifespan
- Loosely coupled architecture



## Accessible Stakeholders

- Users, relevant representatives can engage throughout
- Able to share ops insights, feedback



## Uncertain Solution Space

- Rapidly changing demand, technology
- Evolving requirements



## Follow-on Increments

- First increment may be infrastructure via traditional methods
- Iteratively develop capabilities



# Acquisition via Traditional vs Agile Methods

	Traditional	Agile
<b>Mindset</b>	Define rigid requirements, design, develop, produce	Collaborative culture to iteratively deliver priority capabilities to users
<b>Size/Scope</b>	5-Year Increments	<6 month releases
<b>Requirements</b>	Defined upfront via large requirement documents and contracts	Iteratively defined and prioritized via dynamic backlogs
<b>Contracts</b>	Rigid, product based, long timelines, limited changes	SW Development-as-a-Service via iterative task orders
<b>Cost Estimate</b>	Exhaustive upfront analysis, rigid baselines	Iterative, integrated, collaborative
<b>Testing</b>	Long timelines <u>following</u> system development	Automated, daily, integrated <u>throughout</u> development



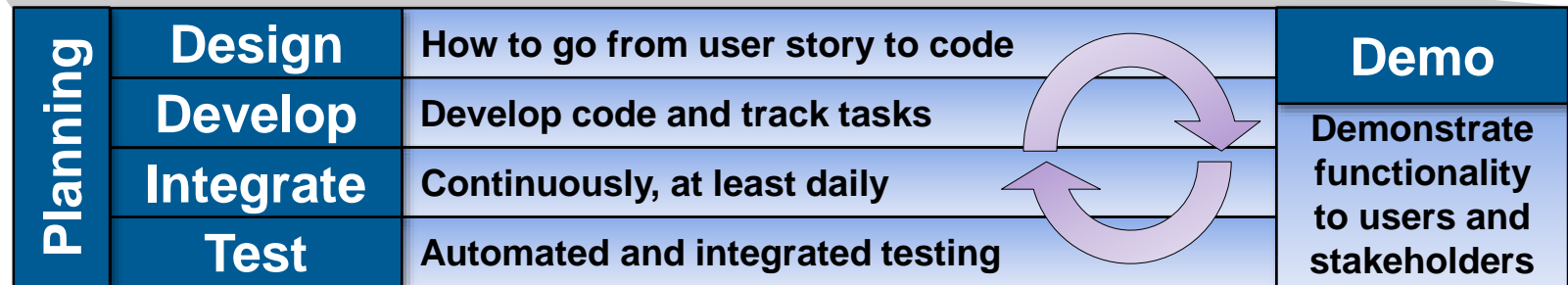
# Notional Agile Terms and Timelines



**Capability delivered**  
**Comprised of multiple sprints**

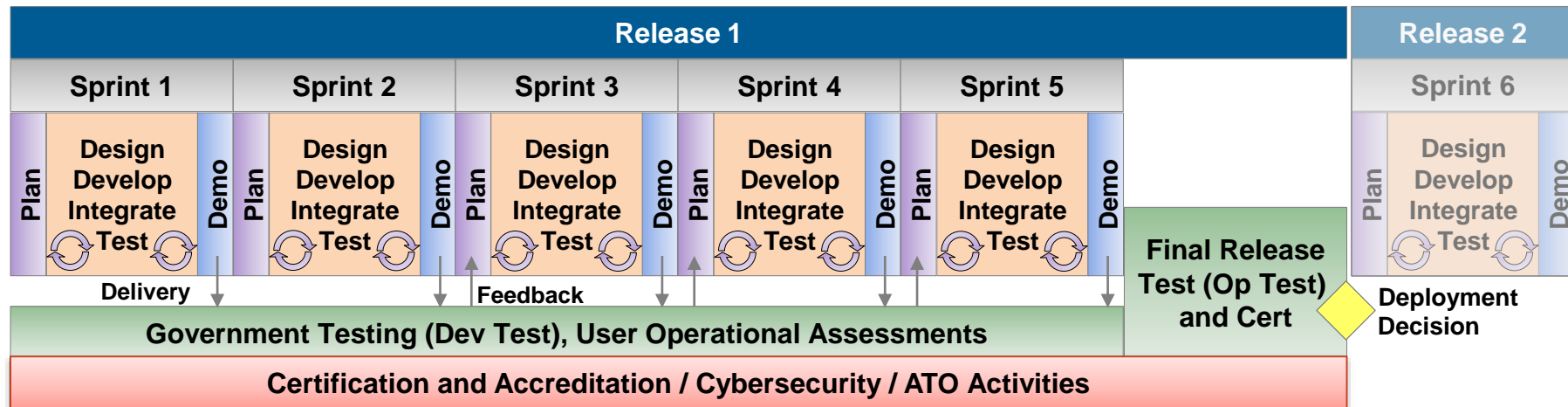


**Prioritized capabilities developed, integrated, tested**  
**Demonstrated to users – Potential to deliver capability**



**Agile terms and timelines will vary and often shorten over time**

# Structuring an Agile Release



- **Develop structured time-box and tailor processes to support**
  - Hold schedule, while flexing scope – Continual improvement
- **Gov't testers, certifiers, and users involved EARLY and often**
  - Minimizes rework and surprises at the end of the release
  - Maximize use of automation – integration, build, regression testing

**Lengths Based on Operational, Acquirer, Contractor Agreement**

# Tailored Agile Model on



## Agile Fundamentals Overview

### MATERIEL SOLUTION ANALYSIS (MSA) PHASE

Material Development Decision (MDD)

Analyze Requirements

Analysis of Alternatives (AoA)

Develop Acquisition Strategy

Market Research

Cost Estimation

Risk Management

### TECHNOLOGY MATURITY AND RISK REDUCTION (TMRR) PHASE

Milestone A

Mature Requirements

Competitive Prototyping

Systems Engineering

Mature Acquisition Strategy

Contract Preparation

Risk Management

Request for Proposal

### ENGINEERING & MANUFACTURING DEVELOPMENT (EMD) PHASE

Milestone B

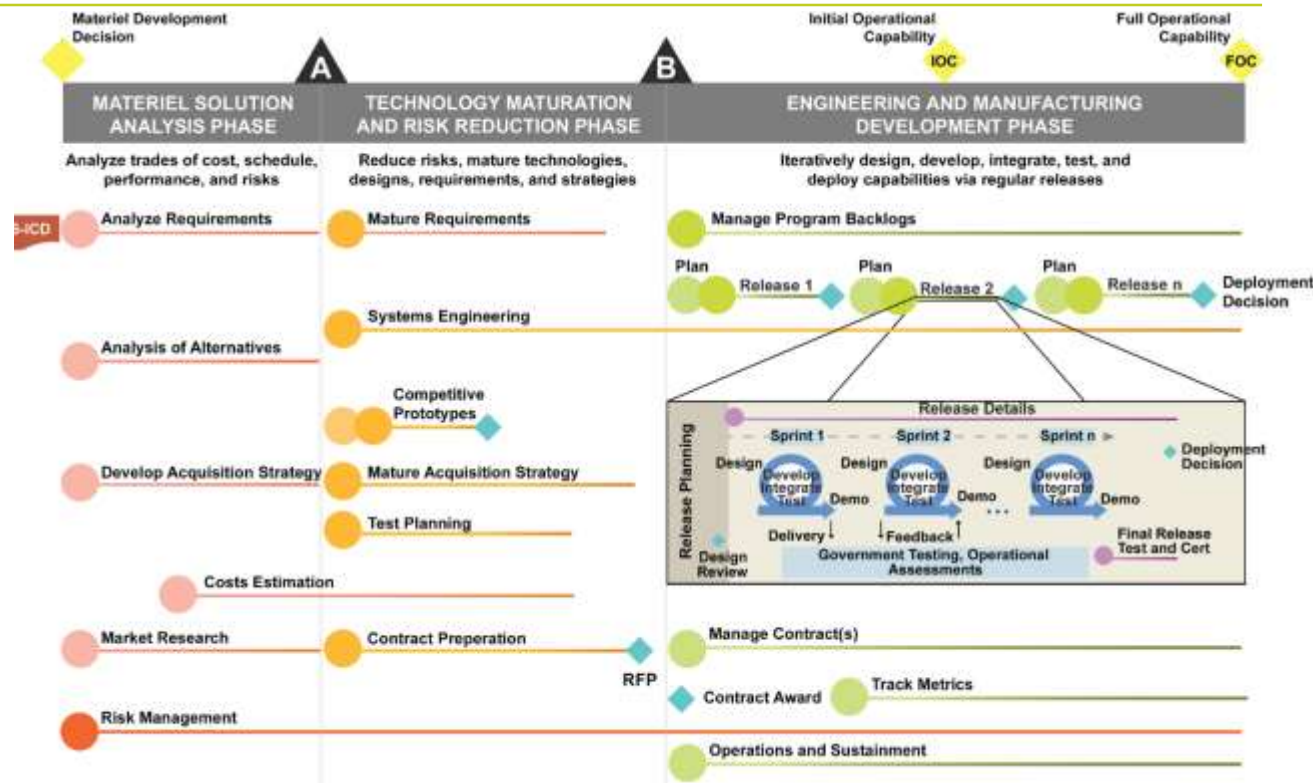
Manage Program Backlogs

Release Execution

Manage Contracts

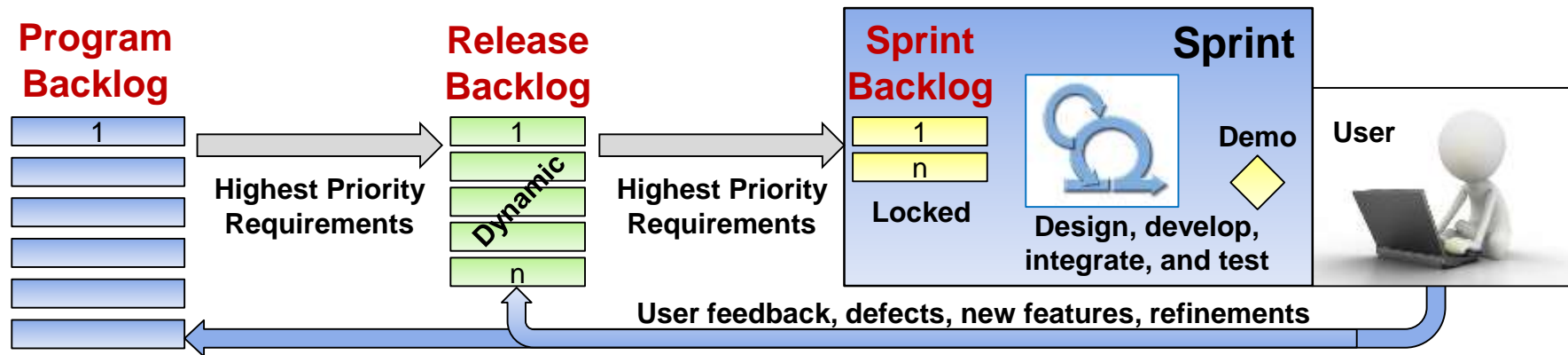
Metrics

Scaling Agile



Detailed how-to guidance for adopting Agile by functional area and across the lifecycle

# Agile Requirements Backlog



- **An evolving, prioritized inventory of requirements**
  - Near term requirements are more detailed
- **Integrates operational and technical requirements**
  - Requirements captured in user stories
  - Architecture, cybersecurity, and SCRM integrated
- **Product owner (representing users) manages backlog**
  - Collaborates with end users on priorities, issues, operations

**Iteratively Define, Prioritize, and Tackle Requirements**

# Agile Requirements Can Be in User Stories

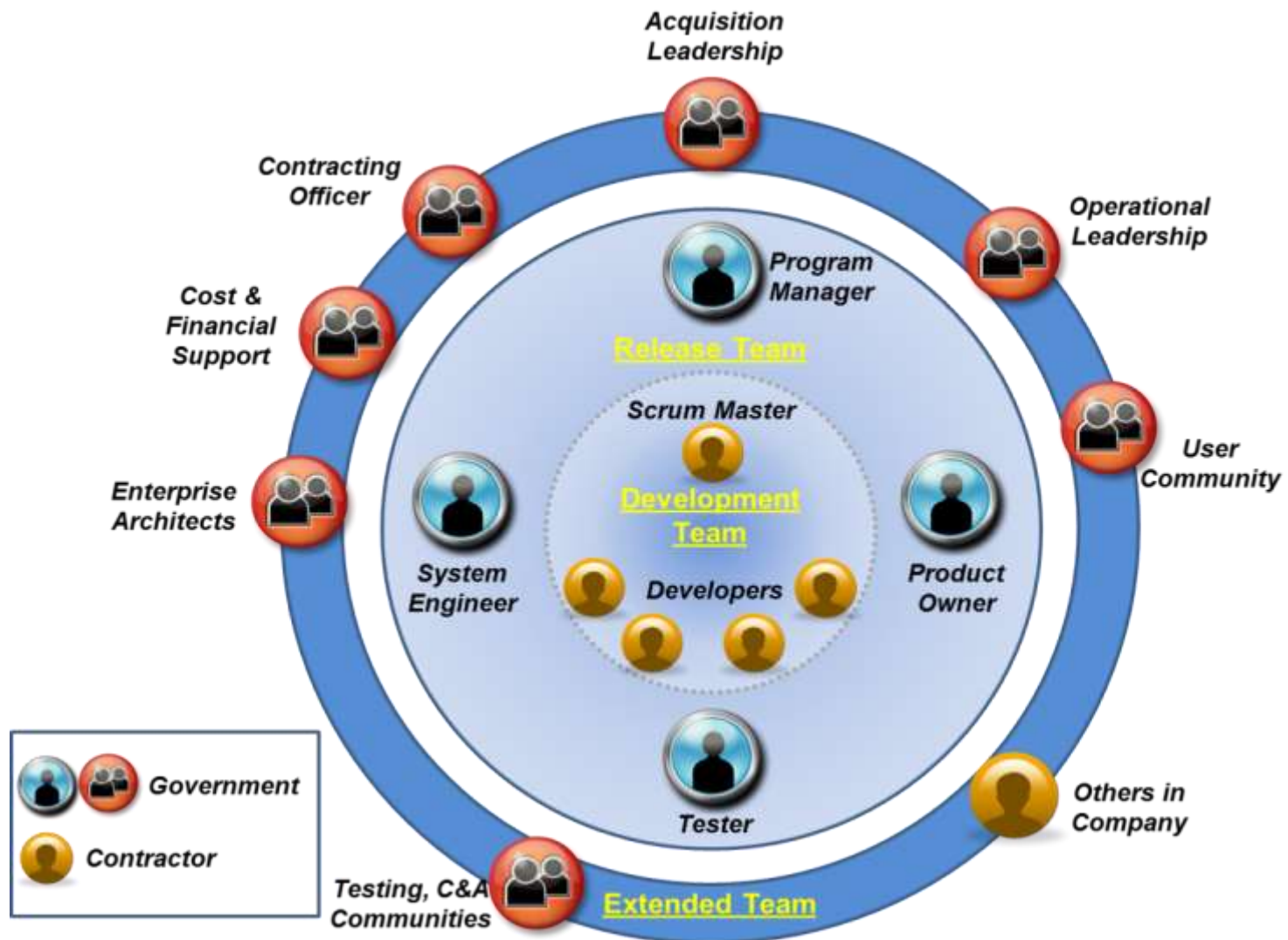
**As a [user role], I want to [goal] so I can [reason]**

***As a registered user, I want to log in so I can access subscriber-only content***

- Concise, written descriptions of a capability valuable to a user
- High-level description of features
- Written in user language, not technical jargon
- Provides information to estimate level of effort
- Small and succinct
- Worded to provide a testable result
- Traceable to overarching mission threads



# Potential Agile Team Construct



# Traditional vs. Agile Contracts

Contracting Area	Traditional	Agile
<b>Timelines</b>	Rigid contracting processes with long contracting timelines	<b>Streamlined</b> contracting processes
<b>Requirements</b>	Defined in detail up front	Ability to <b>reprioritize requirements</b>
<b>Scope</b>	<b>Locked in</b> at contract award	<b>Flexible contracts</b> with ability to “learn” from development processes
<b>Contractors</b>	Traditional contractors with no or limited Agile experience	<b>Qualified contractors</b> with experience in Agile
<b>Contract Management</b>	Inconsistent contract management	Close management of <b>Government contractor relationships</b>
<b>Incentives</b>	Incentivized to deliver against fixed requirements	Incentivized to be <b>efficient and collaborative</b>
<b>Technical Evaluation</b>	Award made based on strength of the technical solution	Award based on <b>strength of the team</b> and experience with Agile



# Product vs Services Based Contracts

	Product	Services
Core Strategy	Acquire a defined software product	Acquire time of an Agile developer
Selection	Strongest technical solution	Strongest development team
Requirements Changes	Costly and Timely	Flexibility
Gov't / Contractor Relationship	Separate – Less visibility	Enables close teaming
System Integrator	Contractor	Government
Development Strategy	Contractor Driven	Government Driven
Contract Types	FFP, Cost Reimbursement Completion	FFP, T&M, Cost Reimbursement Term
Summary	More difficult for Agile	Best option for Agile



# Elements of a Potential Agile Contract Strategy

- **Portfolio-level (capability-based) agile development contract**
  - Manage development via quick execution of orders for each release (e.g., 6 months) within each phase
  - T&M for max flexibility (transition to FFP or CR after initial period)
  - Scope and requirements can adjust over time
- **Services-based contract: SW Development As A Service (SDAAS)**
  - Contract for the services of the development team
  - Cost-boxed and time-boxed releases and sprints
  - Requirements in product backlog are flexible, prioritized by Gov't
  - Structure releases (e.g. 6 months) via separate task orders

**Devise Strategy to Embrace Change and Rapid Deliveries**

# Cost Considerations

- Cost estimating techniques for an Agile program are not very different, but do require an iterative, integrated, and collaborative approach
- Early-on, cost estimates will be required for the entire project
- Detailed cost estimates will be developed prior to each release
- Agile promises some real cost savings however, many key benefits of Agile may not be realized as cost savings

# Life Cycle Cost Impact

Life Cycle Cost Element	Cost Impact Range	
	Best Case	Worst Case
Program Management/ System Engineering	=	+
Software Development	-	=
Integration and Test	=	+
Fielding/Deployment	=	++
Training	+	++
Sustainment	--	-

++ significant increase, + increase, = no impact, - decrease, -- significant decrease

Investment  
Costs



Sustainment  
Costs

**Largest Area of Potential Decreased Cost Lies in Sustainment**

# Scaling Agile for Large Programs

- **Requires sound engineering discipline**
  - Integration of multiple smaller efforts increases complexity
- **Robust Enterprise Architecture required**
  - Provides framework for individual efforts to map to
- **System Performance**
  - Designs and testing on system-of-systems and individual component



- **Strategies, Backlogs, Roadmaps**
  - Define clear program structure that defines mission and business environments
- **Cross-Team Integration**
  - Frequent collaboration across development teams to track progress, issues, and solutions

# Testing in an Agile Environment

- **Testing is continuous and heavily automated**
  - As developers check-in code
  - Nightly integration testing
  - Testers are embedded in development team
- **Test documentation key to a minimum**
- **Test Driven Development**
  - Define test cases upfront
  - Develop software until passes tests
- **Active collaboration with product owner**



**Agile Shortens Testing Timelines – Early ID of SW Issues**

# Barriers and Enablers for Agile Adoption

	Barriers	Enablers
<b>Culture</b>	Change = Risk Heavy Oversight Resistance to Tailoring	Small empowered teams Delegated decisions Review SW, not docs
<b>Processes/Policies</b>	Long Timelines Define requirements upfront Costly contract mods	Capstone contracts Requirements backlogs SW Dev as a Service
<b>User Involvement</b>	Few end-users available	High bandwidth comms Demo interim sprints
<b>Program Structure</b>	Fixed Scope/Requirements APB/EVM Management Limited ent arch, standards	Small iterative releases Tailored processes Ent arch guides dev
<b>Experience</b>	Limited experience in government and industry	Train gov't/ctr teams Use Agile coaches

# Enable Agile Adoption for Enterprise/Program

- **Clearly define WHY go to Agile**
  - What operational, acquisition, development factors are driving Agile?
- **Provide visible leadership for Agile**
  - Shape culture, champion new methods, risk tolerance to adopt Agile
- **Tailor environment to enable Agile success**
  - Redesign core processes, reviews, docs for small frequent releases
  - Get stakeholders from each functional area to shape new environment
  - Identify key metrics to track, reward early success and failures
- **Identify target software intensive programs/areas to pilot Agile**
  - Provide pilots a quality team and maximum flexibility
- **Gov't and Contractors go through Agile training together**
  - Bring in Agile SMEs as coaches to guide new roles and processes

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# BACKUP SLIDES

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# Agile Manifesto – Values and Principles

**Individuals and interactions** over processes and tools

**Working software** over comprehensive documentation

**Customer collaboration** over contract negotiation

**Responding to change** over following a plan

1. Continuous delivery of valuable software
2. Welcome changing requirements
3. Deliver working software in weeks/months
4. Work together daily
5. Build projects around motivated individuals
6. Face-to-face conversation
7. Working software is the measure of progress
8. Promote sustainable development
9. Good design enhances agility
10. Simplicity is essential
11. Self-organizing teams
12. Reflect on how to become more effective



<http://agilemanifesto.org>

# GAO: 10 Best Practices for Agile Adoption

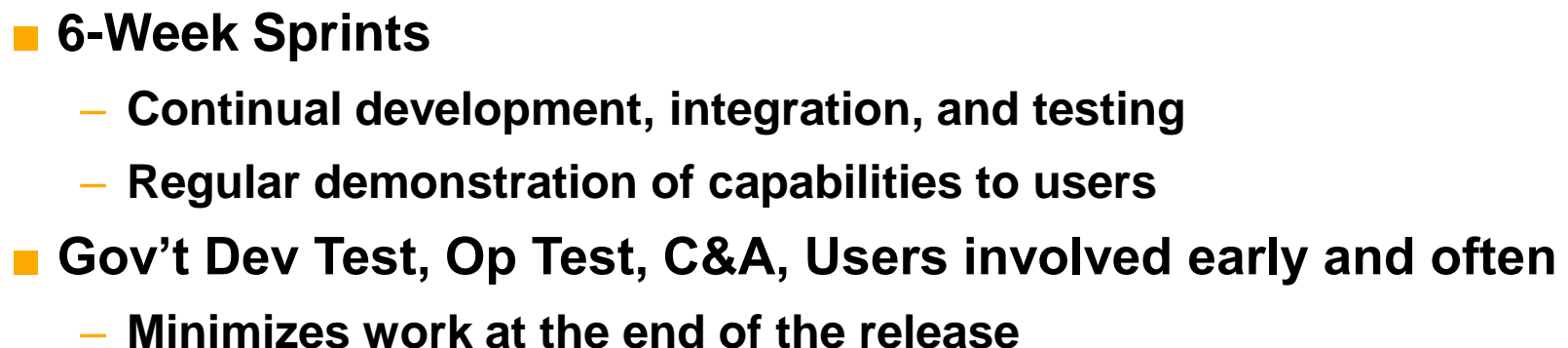
GAO Report 12-681 [Effective Practices and Federal Challenges in Applying Agile Methods](#)

- 1. Start with Agile guidance and an Agile adoption strategy**
- 2. Enhance migration to Agile concepts using Agile terms, such as user stories (used to convey requirements), and Agile examples, such as demonstrating how to write a user story**
- 3. Continuously improve Agile adoption at both the project level and organization level**
- 4. Identify, address impediments at the organization and project levels**
- 5. Obtain stakeholder/customer feedback frequently**
- 6. Empower small, cross-functional teams**
- 7. Include requirements related to security and progress monitoring in your queue of unfinished work (the backlog)**
- 8. Gain trust by demonstrating value at the end of each iteration**
- 9. Track progress using tools and metrics**
- 10. Track progress daily and visibly**

# GAO: 14 Challenges to Agile Adoption

GAO Report 12-681 [Effective Practices and Federal Challenges in Applying Agile Methods](#)

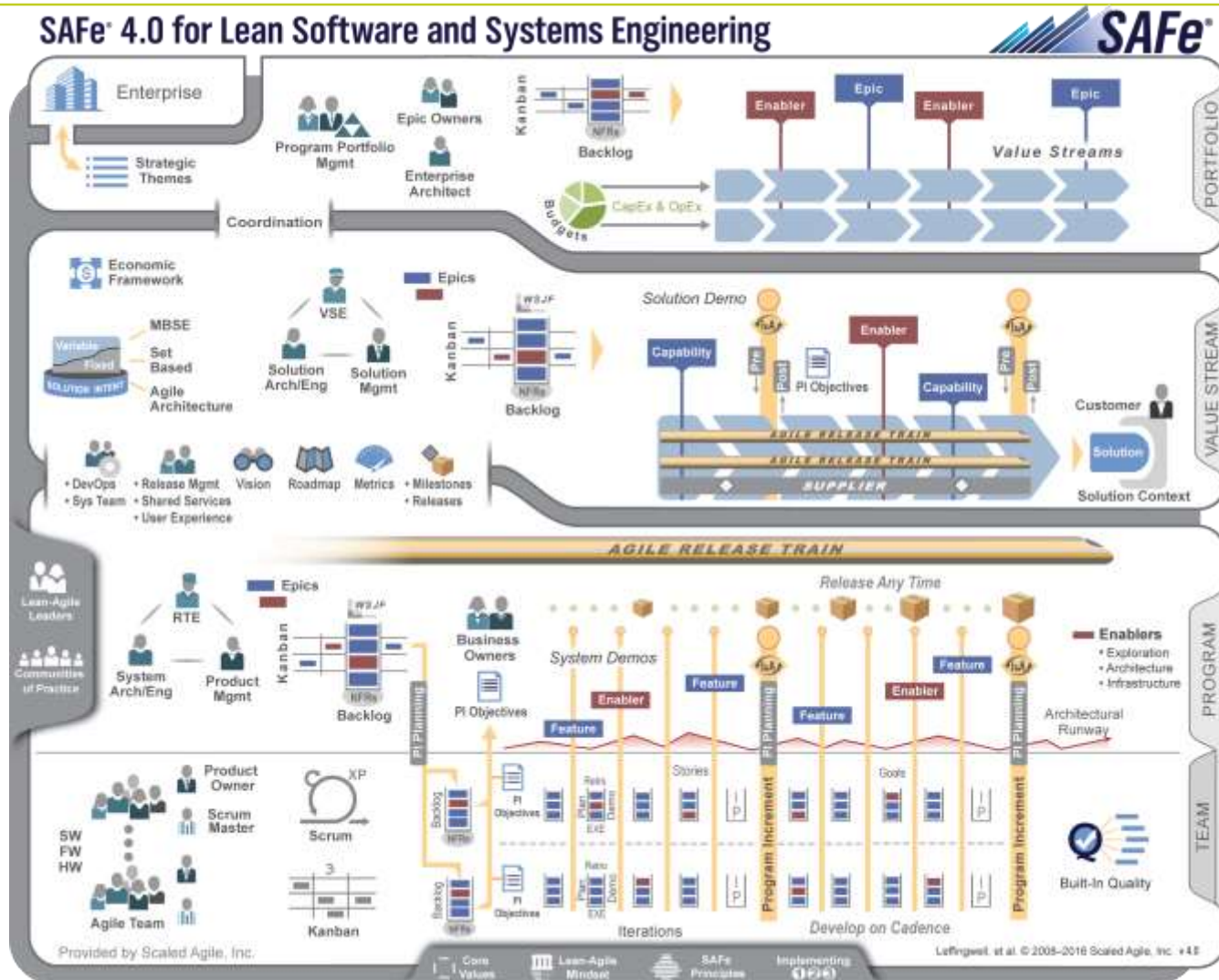
- 1. Teams had difficulty collaborating closely**
- 2. Procurement practices may not support Agile projects**
- 3. Teams had difficulty transitioning to self-directed work**
- 4. Customers did not trust iterative solutions**
- 5. Staff had difficulty committing to more timely and frequent input**
- 6. Teams had difficulty managing iterative requirements**
- 7. Agencies had trouble committing staff**
- 8. Compliance reviews difficult to execute within an iteration timeframe**
- 9. Timely adoption of new tools was difficult**
- 10. Federal reporting practices do not align with Agile**
- 11. Technical environments were difficult to establish and maintain**
- 12. Traditional artifact reviews do not align with Agile**
- 13. Agile guidance was not clear**
- 14. Traditional status tracking does not align with Agile**



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# Scaled Agile Framework (SAFe)

<http://www.scaledagileframework.com/>



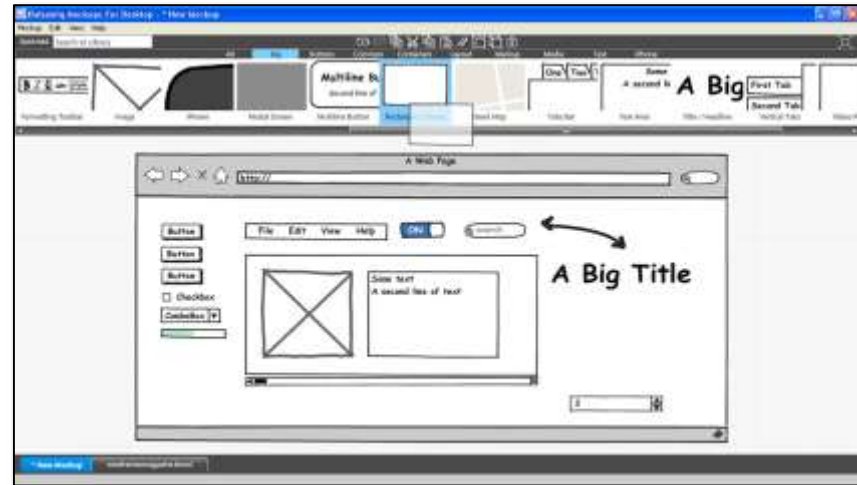
# Storyboards and Mockups Help Team Visualize the System and Features

## Storyboards



**Narrative visual depictions set in time to describe system use**

## Mockups



**Visual depictions of the feature of the system**

# Contracting For Agile

- **Commercial firms use in-house developers**
  - Government requires contracted support
- **Contracting Challenges**
  - Complex laws and regulations
  - Long contracting timelines
  - Costly change requests
  - Defined requirements to select contractor



**Design Contract Strategies to Support Short Delivery Timelines**



# How is Contracting For Agile Different?

- **Traditional IT acquisition programs contract for completion-based end-product capability based on defined requirements**
  - Requirements locked; changes handled by contract modifications
- **Agile development achieved by acquiring a development team delivering labor hours vs. a defined end-product**
  - Services contract provides flexibility to change release requirements continuously
  - Designed to support short development and delivery timelines and changes
  - Gov can issue orders for each release based on requirements captured in product backlog



**Design Contract Strategies to Support Short Delivery Timelines**



# Contracting Officer = Agile Business Partner

**PMs must partner with COs early to develop strategies**

- Streamline processes
- Incentivize contractor
- Responsive to changes



**Program  
Manager**

**Contracting  
Officer**

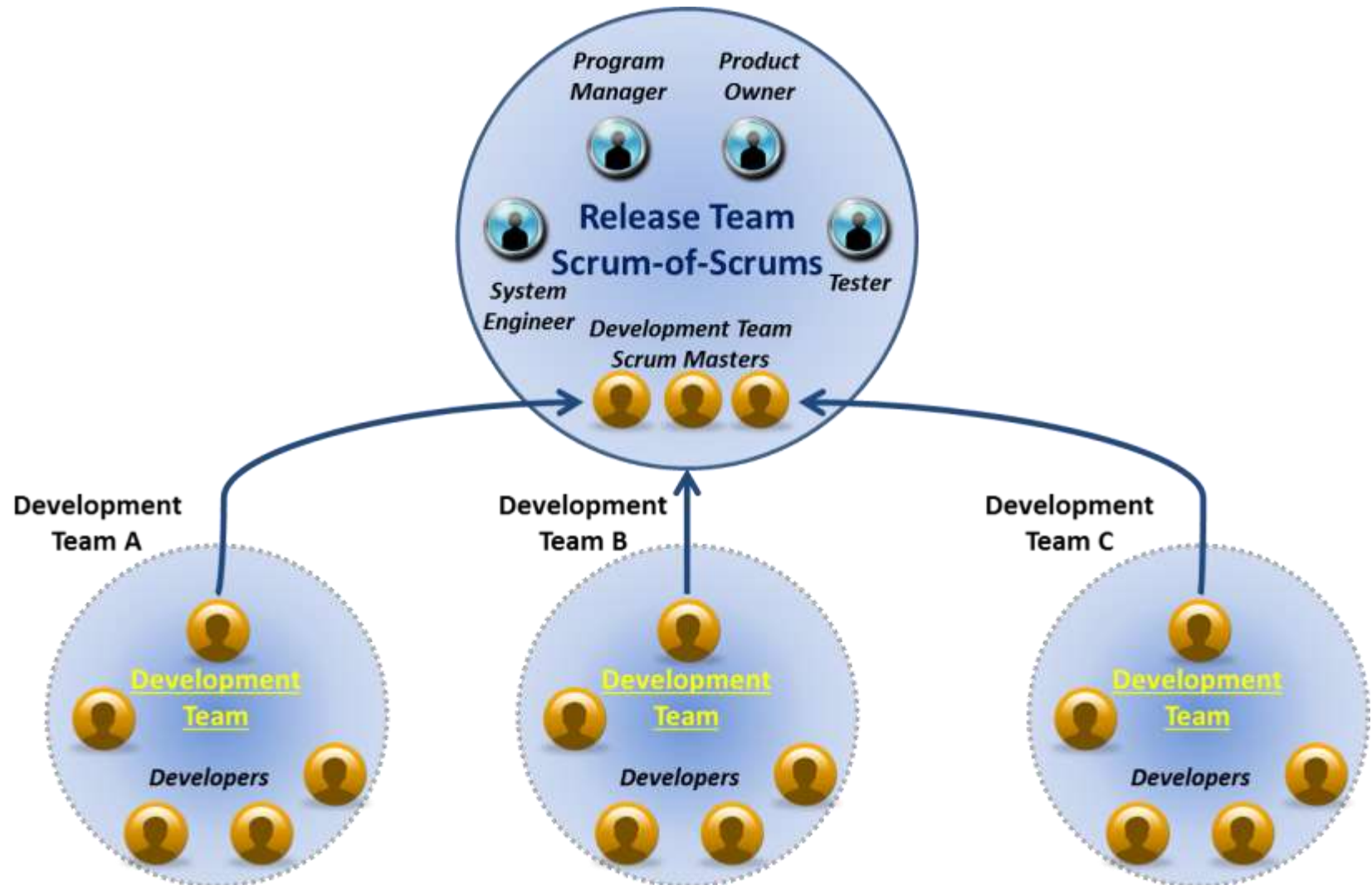
**CO is key linchpin to a successful Gov't – contractor partnership**

- Active collaboration
- Dedicated support ideal
- Manage performance

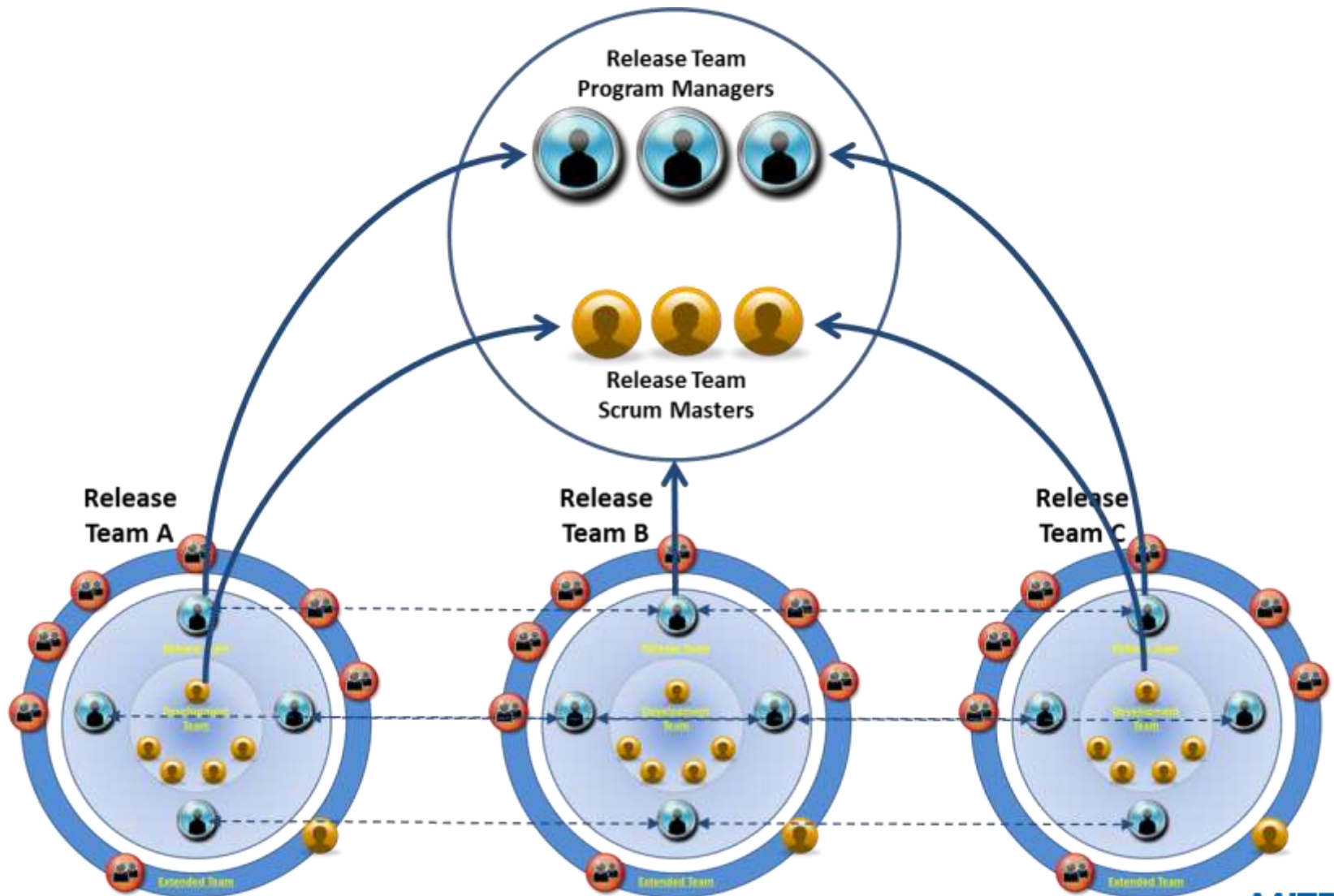
*"This is all about asking the program manager and the contracting officer to take a higher workload and more risk in exchange for the greater good."*

*- John Inman, Contracting Officer for US CIS*

# Potential Agile Team Construct 2



# Potential Team Construct 3



## Contract Requirements

## Agile Requirements

**Functionality or capabilities often expressed in user stories and managed in a product backlog (“Content search capability”)**

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# Contract Vehicles

## Multiple Award Contract



**IDIQ contract awarded to multiple contractors who compete for work via task orders**

## Single IDIQ Contract



**IDIQ contract awarded to single contractor with task orders to develop releases**

## GSA BPA



**Existing GSA Schedule contract (eg. Sched 70) w/releases developed via call orders**

- **Consider a PEO, portfolio, or enterprise-level contract vehicle**
  - Streamlined contracting processes result in faster awards, deliveries
  - Standardized, effective, and efficient contract management