

# Kanban

kan · ban [kahn-bahn] noun,  
Japanese meaning "signboard".

Kanban software development is the application of lean manufacturing principles to software development.

# Ticket to Enter



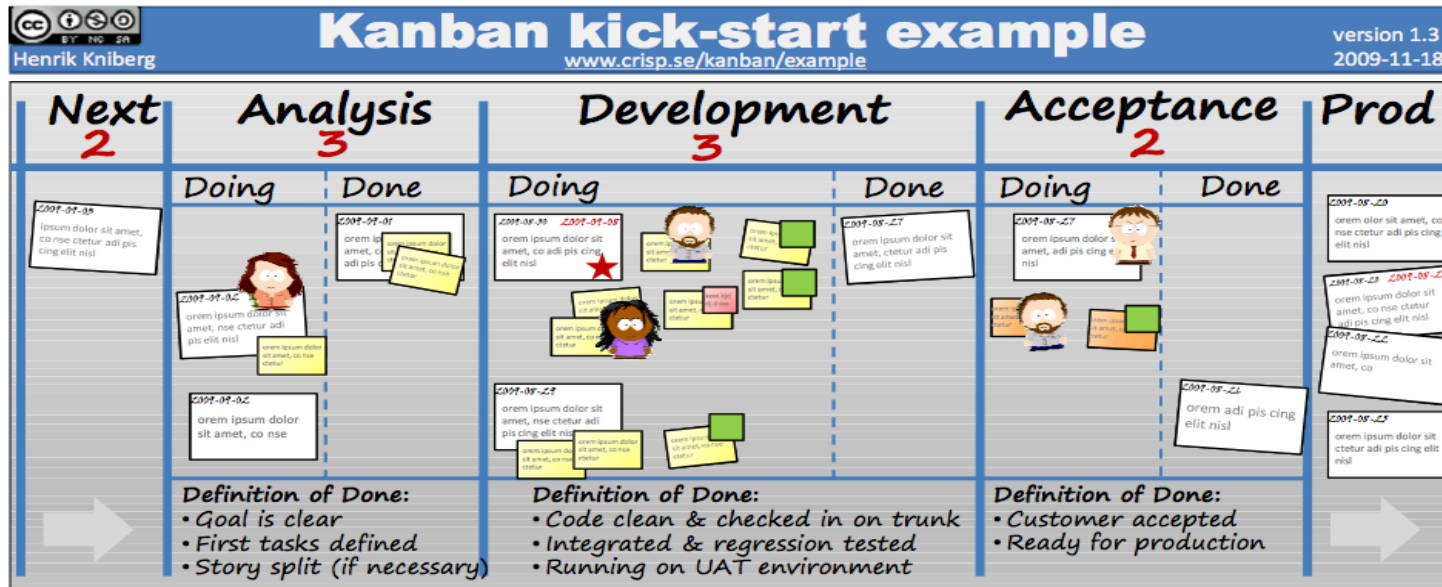
# Why use Kanban



# Core Concepts

- Make work visible
- Limit work in progress
- Help work to flow

# Kanban Board



### Feature / story

Date when added to board: 2009-08-20 2009-09-30

(description) ★

Who is analyzing / testing right now: [Avatar]

Hard deadline (if applicable): [Date]

★ = priority  
★★ = panic

### Task / defect

[description] = task [description] = defect

[description] = completed

[description] why = blocked

[description] [Avatar] = who is doing this right now

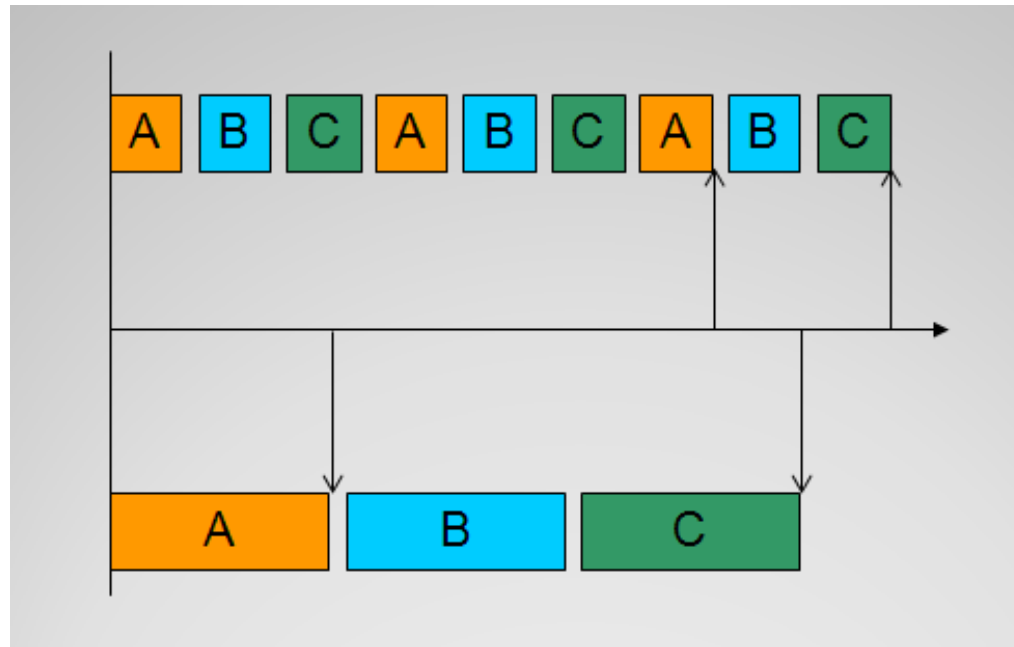
### What to pull first

1. Panic features ★★ (should be swarmed and kept moving. Interrupt other work and break WIP limits as necessary)
2. Priority features ★
3. Hard deadline features (only if deadline is at risk)
4. Oldest features

# Benefits of WIP Limits

- Pull System – WIP limits shows capacity for new work
- Create sustainable pipeline of work
- WIP limits can be adjusted and effect measured

# Deliver Value Faster



# Kanban Summary

- Creates visual of work, workflow and roadblocks
- Encourages better issues management and faster escalation
- Kanban encourages a service delivery mindset



# Resources

<http://www.kanban101.com>

<http://www.limitedwipsociety.org>