



CORRECTIONS  
TECHNOLOGY  
ASSOCIATION

*The Gateway to Innovation*

# Agile Implementation of an Offender Management System

Indiana Project Delta : 5/13/2022





Agenda: Part 1, 30 minutes

# Agile System Implementation

## Method

Principles

People

Technology

## Concepts

The Sprint

Analysis

Backlog

## Results

Work Product

Build

Status



Agenda: Part 2, 10 minutes

# Perspectives from the Indiana Team

Indiana Department of  
Correction

Mi-Case



# Agile Method



# Agile and Waterfall Method Comparison

## Waterfall

Requirements upfront  
and less time to refine

Little to no feedback  
during requirements

End users engaged at  
beginning and end

Durations based on  
estimates

## Agile

Refining requirements  
throughout

Product iterates  
improvement

End users engaged  
throughout

Durations based on  
experience

# Agile Method: Principles 1 - 6

Working software is the primary measure of progress.

Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

Continuous attention to technical excellence and good design enhances agility.

Simplicity—the art of maximizing the amount of work not done—is essential.

The best architectures, requirements, and designs emerge from self-organizing teams.

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.



# Agile Method: Principles 7 - 12

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

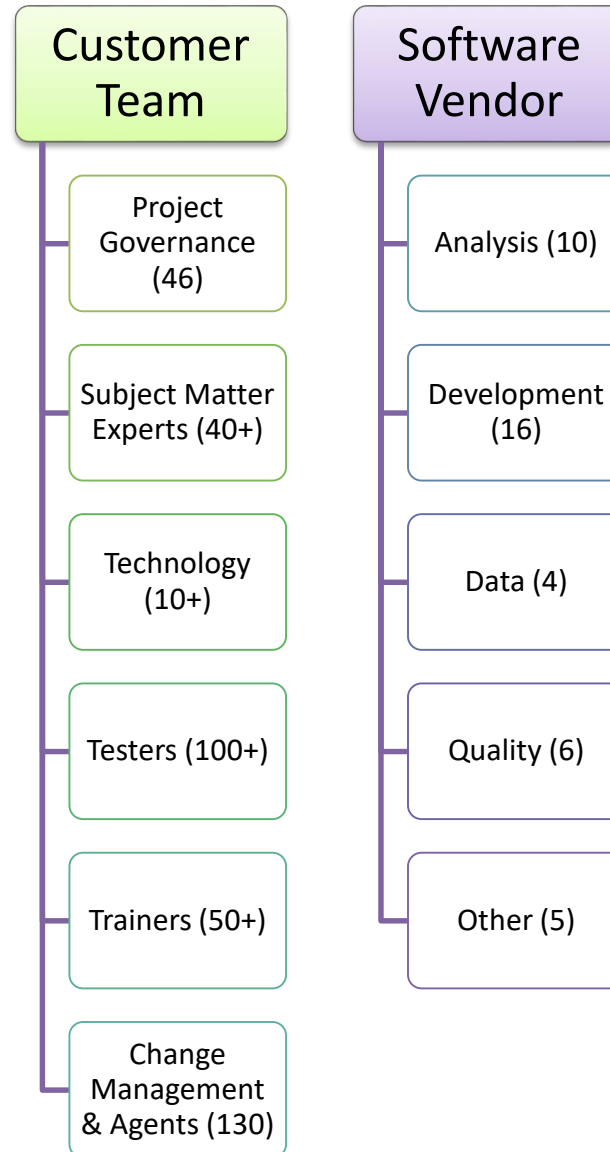
Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

Business people and developers must work together daily throughout the project.

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

# Agile Method: People

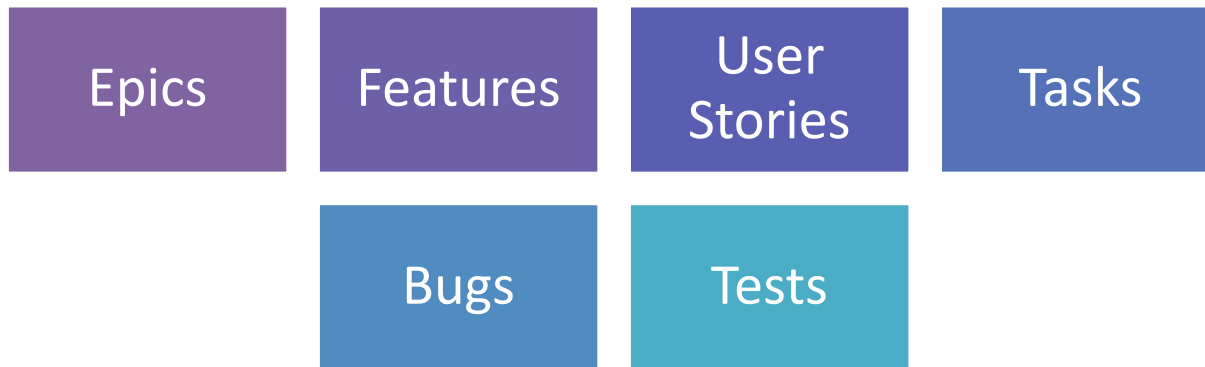




# Agile Method: Technology

Azure DevOps provides developer services for allowing teams to plan work, collaborate on code development, and build and deploy applications.

11,400+ records in 15 months

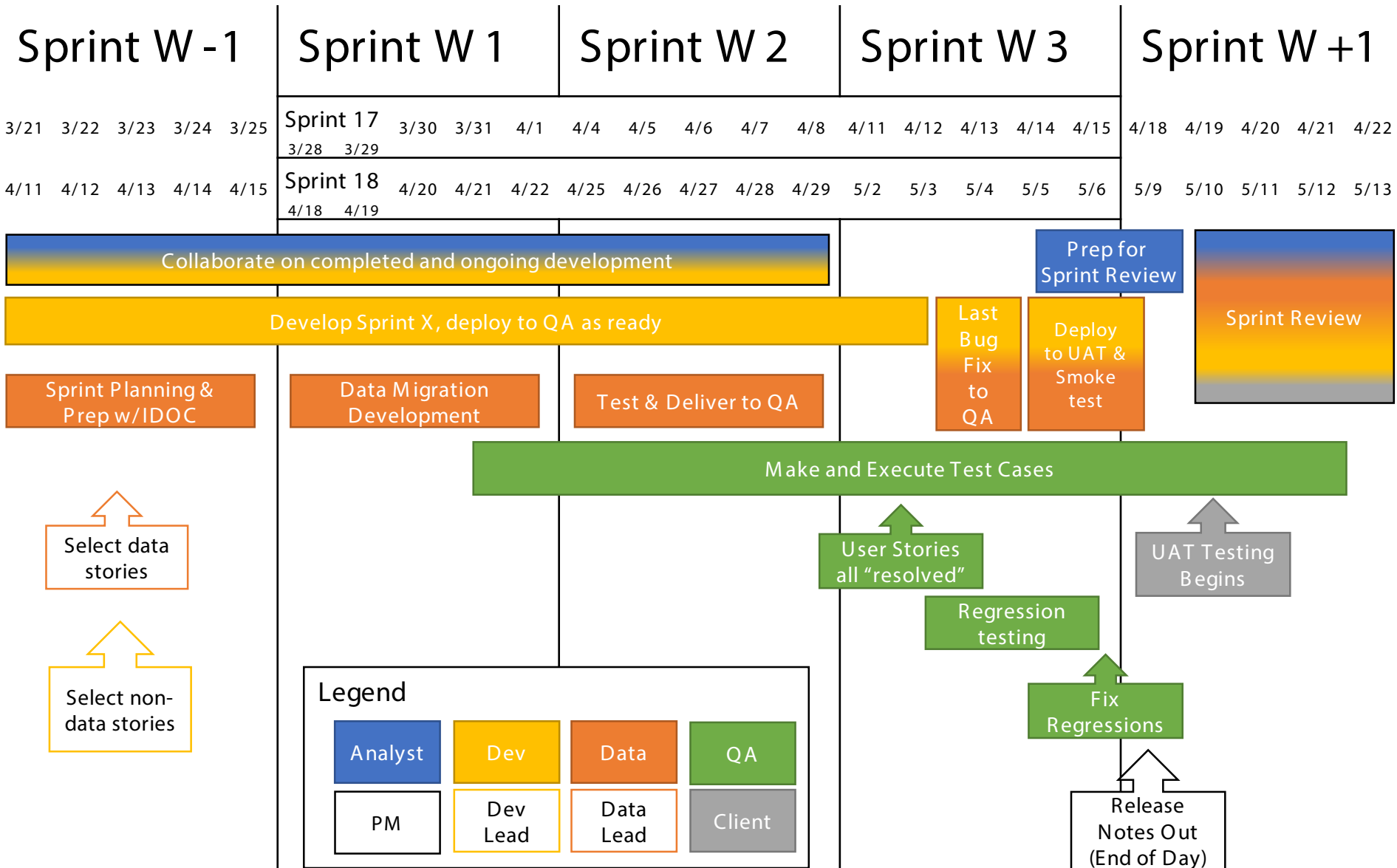




# Agile Concepts



# Agile Concepts: The Sprint



# Agile Concepts: Analysis

User Stories are the unit of development

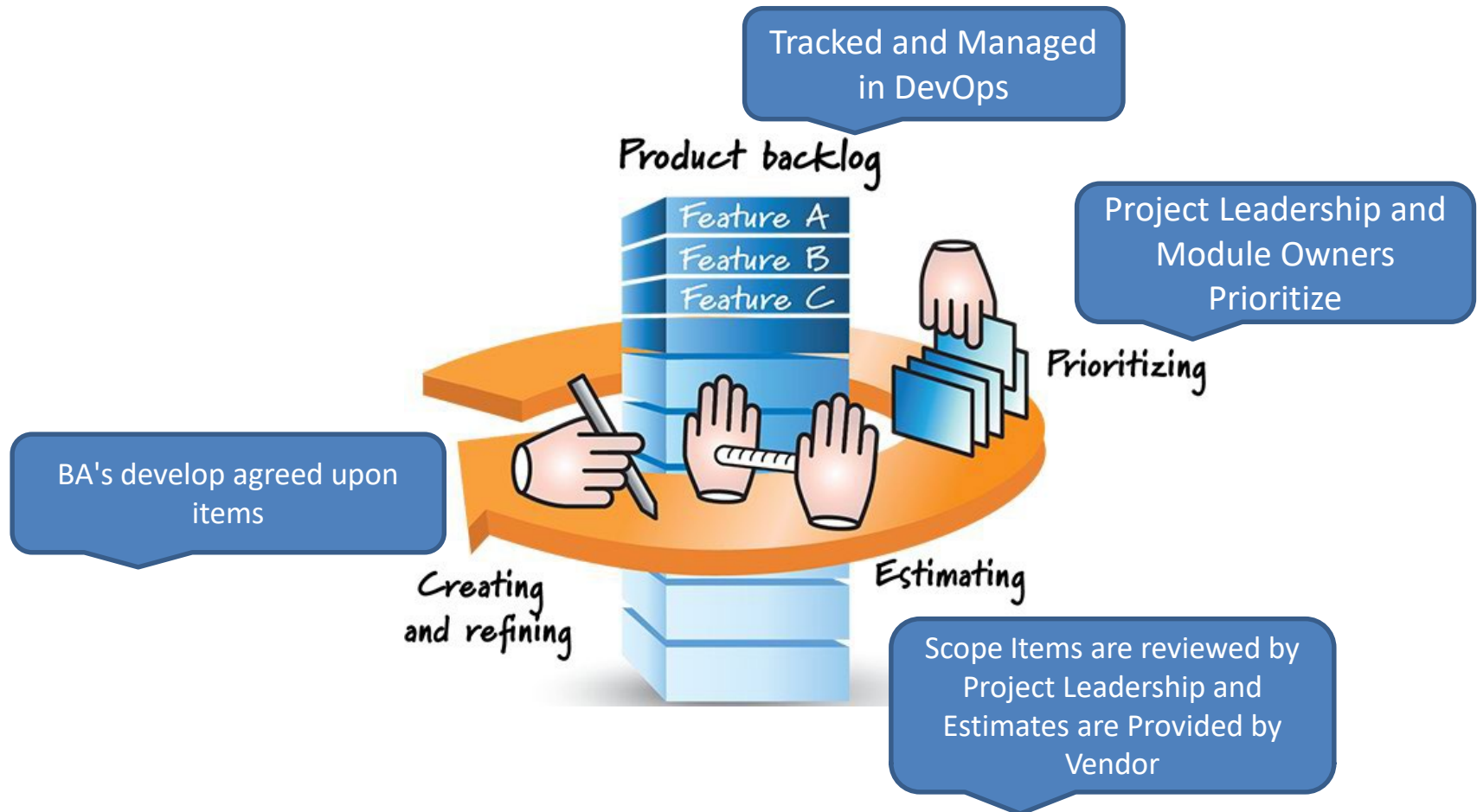
As a [type of user] I want to [do something in the system] so I can [accomplish this outcome]

Each story is simple and testable

Each story is released in a sprint

Stories are associated with features and epics

# Agile Concepts: Backlog and Timeline







# Agile Results



# Agile Results: Work Product

Completed user stories earlier in the project

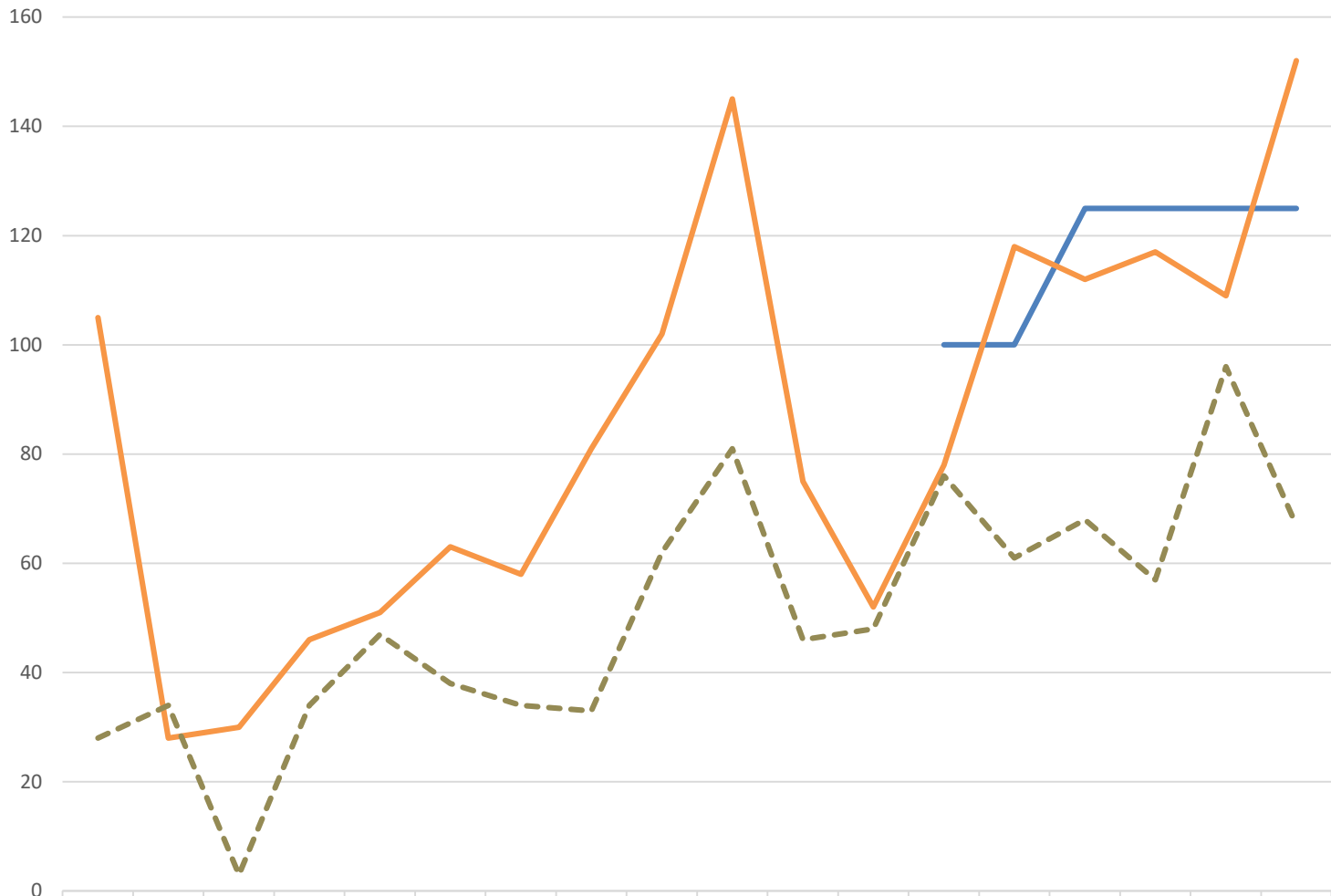
Assurance of the development of working software

Increase buy-in and engagement at the client

Able to find and fix problems earlier, which reduces the accumulation of technical debt



# Agile Results: Build – Development Output



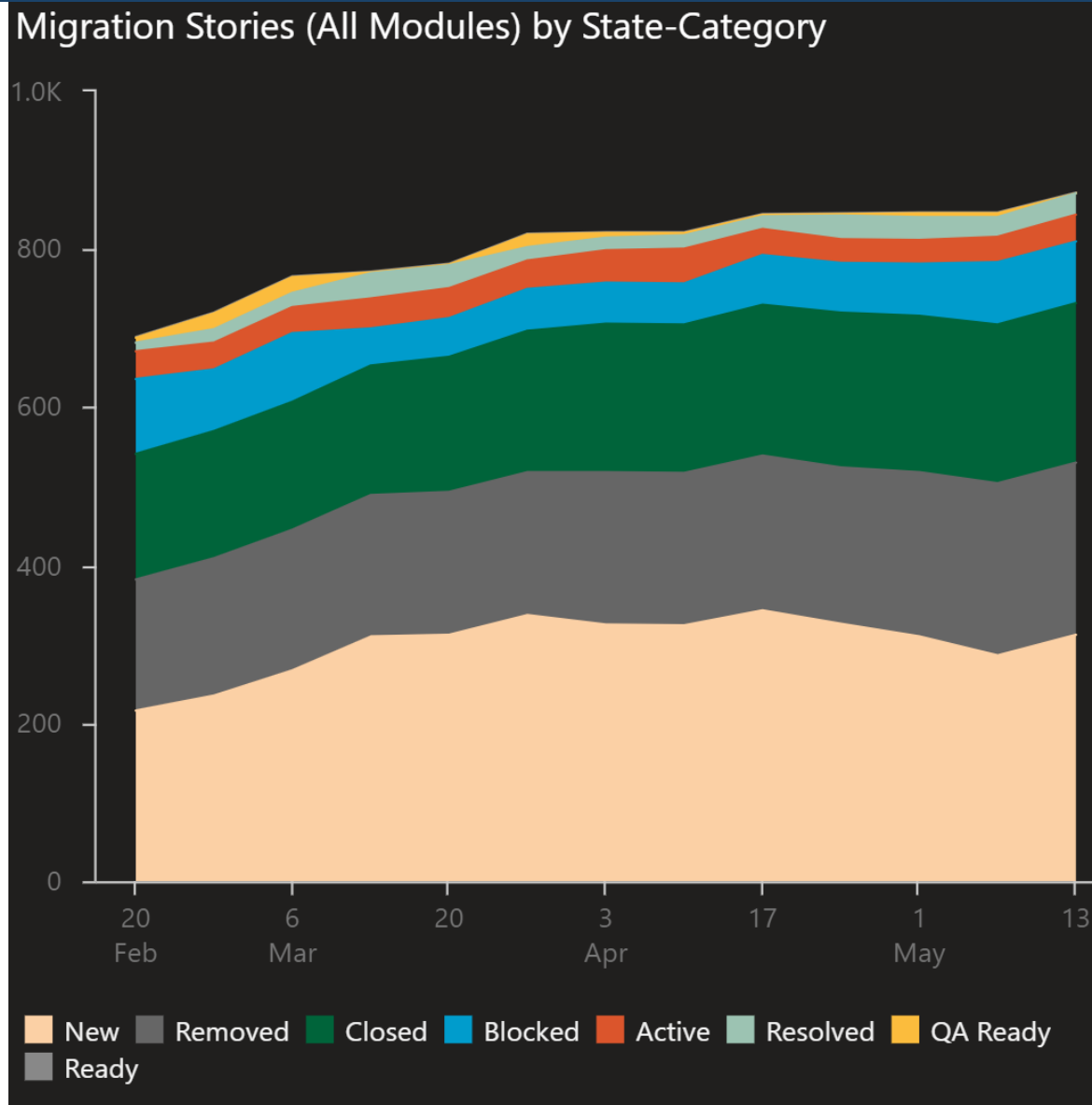
	Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5	Sprint 6	Sprint 7	Sprint 8	Sprint 9	Sprint 10	Sprint 11	Sprint 12	Sprint 13	Sprint 14	Sprint 15	Sprint 16	Sprint 17	Sprint 18
Mi-Case Target Non-Mig User Stories													100	100	125	125	125	125
User Stories	105	28	30	46	51	63	58	81	102	145	75	52	78	118	112	117	109	152
Bug Fixes	28	34	3	34	47	38	34	33	62	81	46	48	76	61	68	57	96	67

# Agile Results: Status

## Approved Non-Mig User Stories by Area Path

	Closed	New	Resolved	Blocked	QA Ready	Active	Total
Parole Module	168	138	32	17	10	0	365
Classification ...	119	132	14	25	5	10	305
Conduct Module	136	40	53	15	36	0	280
Sentencing Modu...	145	66	10	22	2	0	245
Case Management...	104	53	54	29	4	0	244
Parole Board Mo...	47	69	8	2	0	0	126
Movement Module	71	8	13	6	1	1	100
Intake Module	74	3	2	4	0	0	83
PREA Screening	35	9	2	0	0	0	46
Visitation	21	5	2	0	0	0	28
Release Module	5	16	0	0	0	0	21
Events	17	1	0	0	0	0	18
Offender Grieva...	12	3	0	0	0	0	15
Gang Management	12	0	0	2	0	0	14
Detainers and H...	10	0	1	2	0	0	13
Scheduling	0	4	6	0	0	0	10
Religious Servi...	0	2	7	0	0	0	9
(other)	23	15	1	2	0	0	41
<b>Total</b>	<b>999</b>	<b>564</b>	<b>205</b>	<b>126</b>	<b>58</b>	<b>11</b>	<b>2.0K</b>

# Agile Results: Status



# Team Perspectives: Lessons Learned & Applied

