

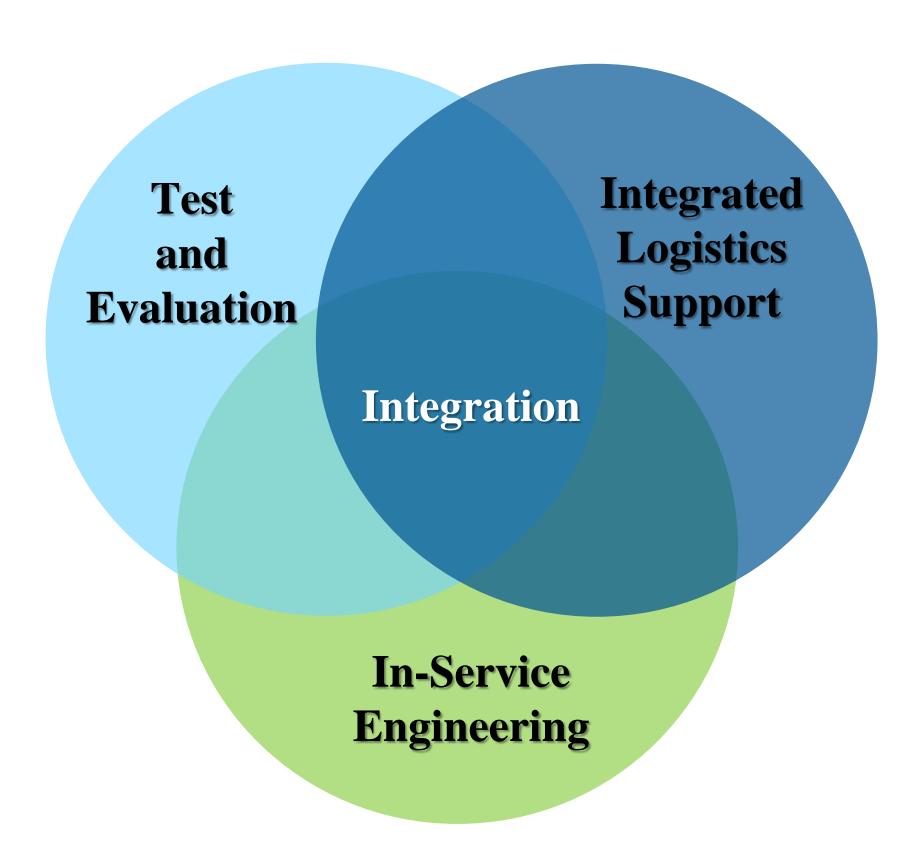
Naval Surface Warfare Center Port Hueneme Division

Supporting Combat Systems
In-Service Engineering (ISE)
Through Agile

Richard Watanabe James Kong 20 April 2017



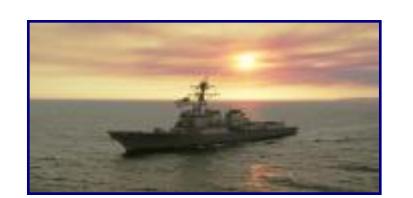
What We Do and Support

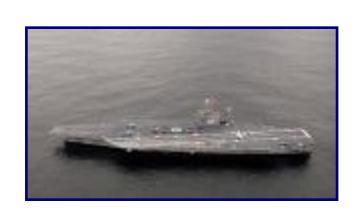


Weapon Engagement Systems
Surface Surveillance Systems
Radars

Command & Control Systems

Digital Networks















Agile introduced at NSWC PHD in May 2015



Provides opportunities to improve fleet readiness



Why Agile Scrum?





Waterfall vs Agile



The Plan creates the cost/schedule estimates

Agile

The Vision creates the requirement estimates

Constraints:

Requirements

Cost

Schedule



Estimates:

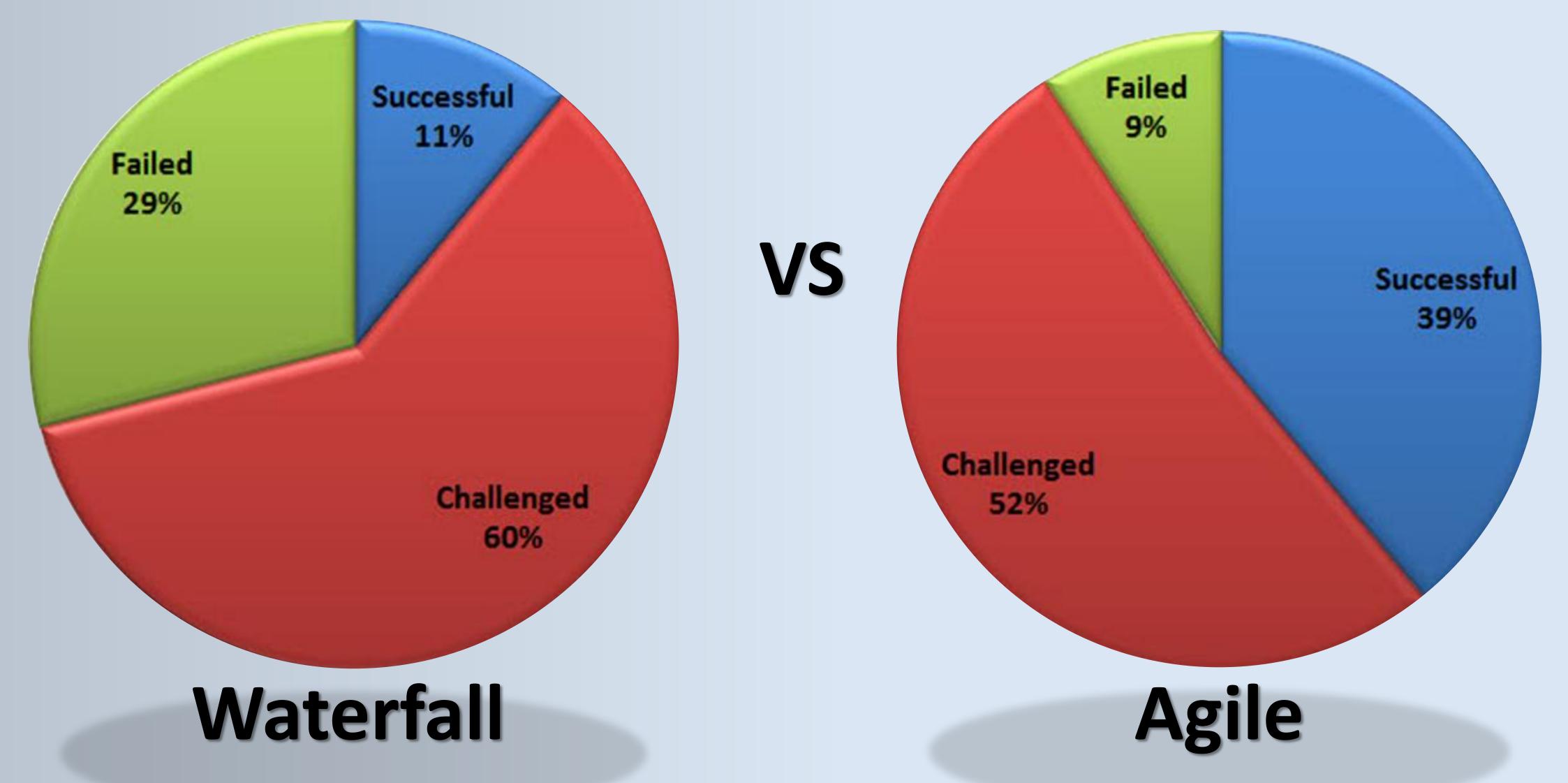
Cost

Schedule

Requirements



Waterfall vs Agile



Source: Standish Group 2015 chaos report



Fleet Readiness Impacts

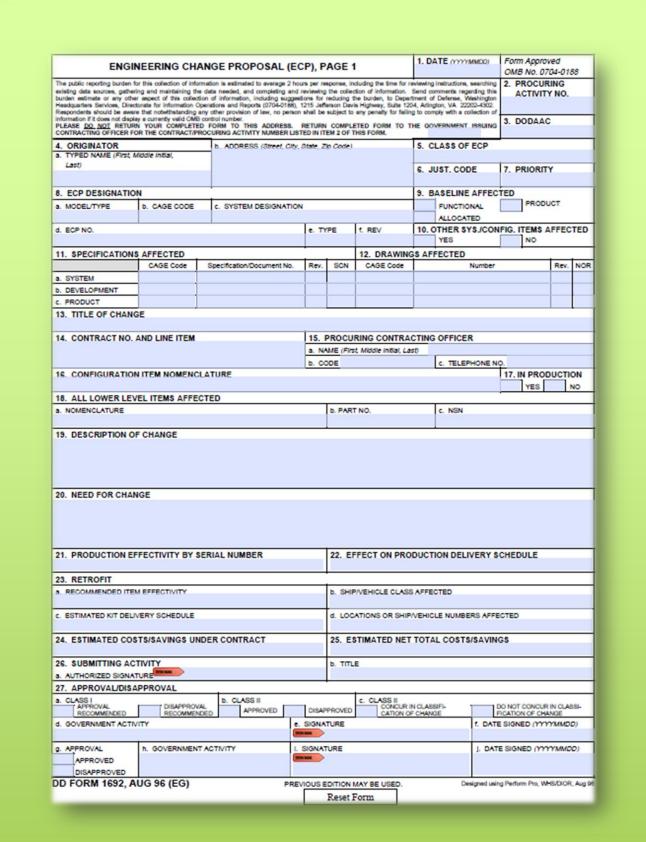




Hardware Engineering



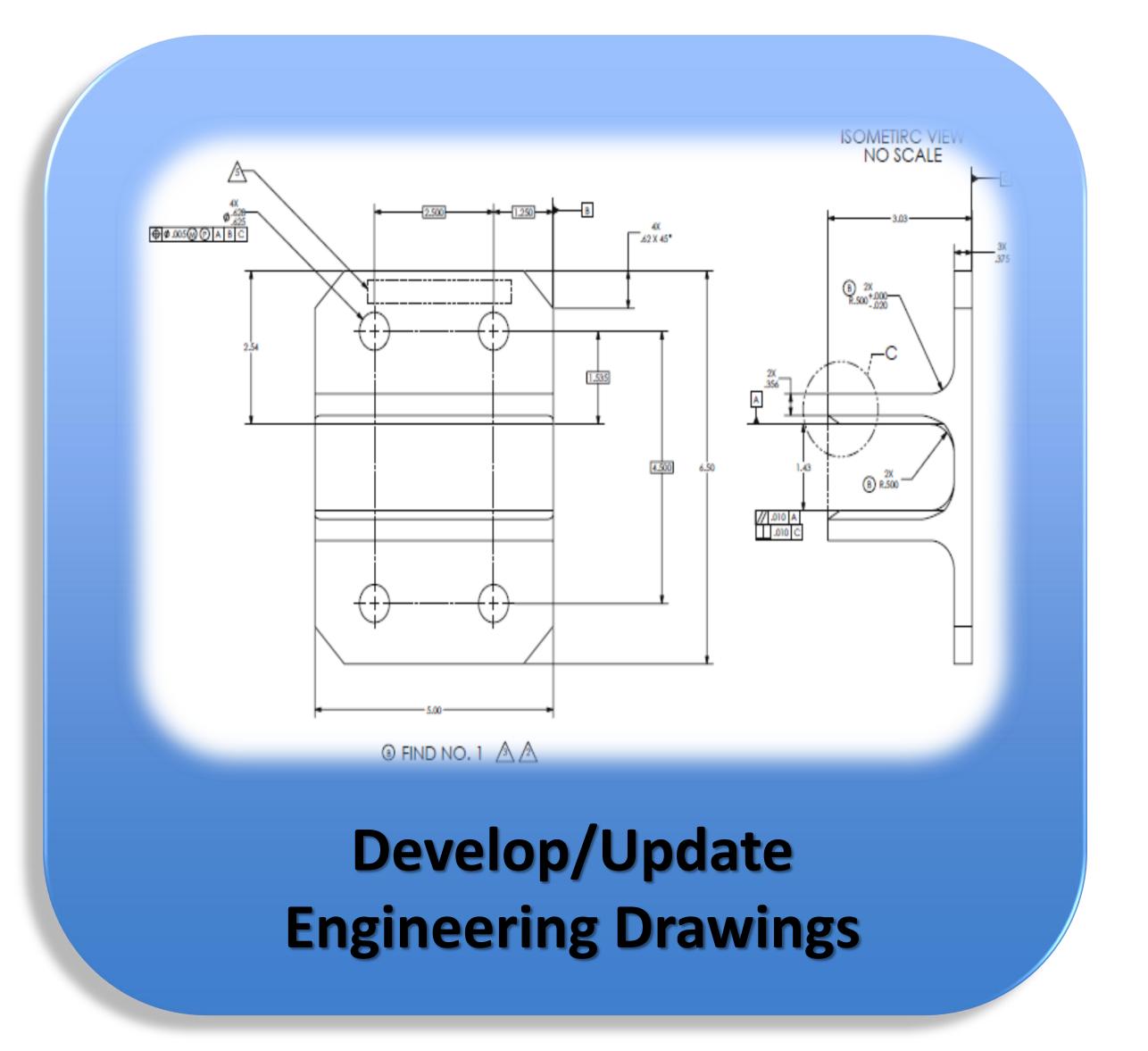
Research & prototype hardware design changes

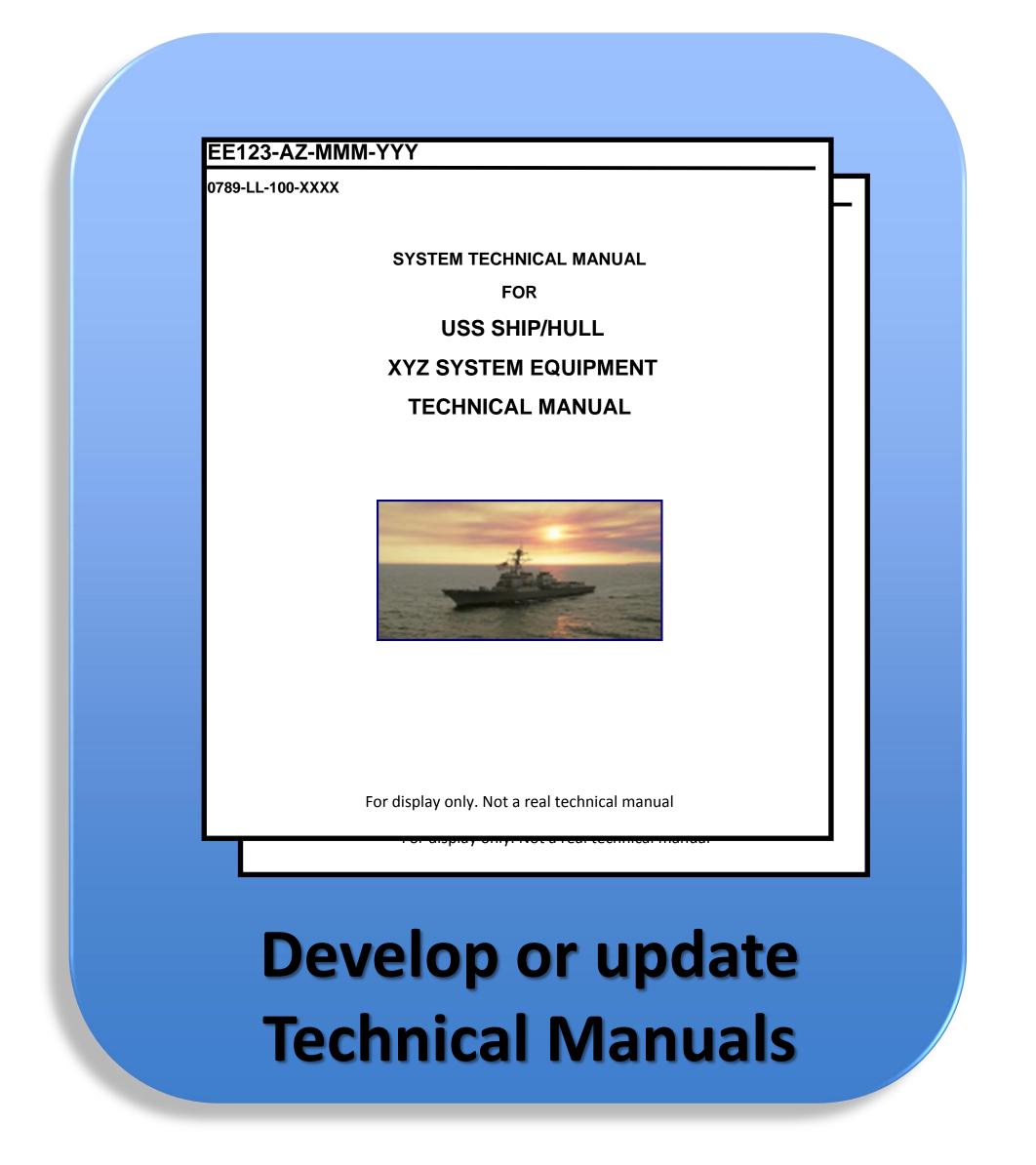


Plan & manage
Engineering Change Proposal
(ECP) development



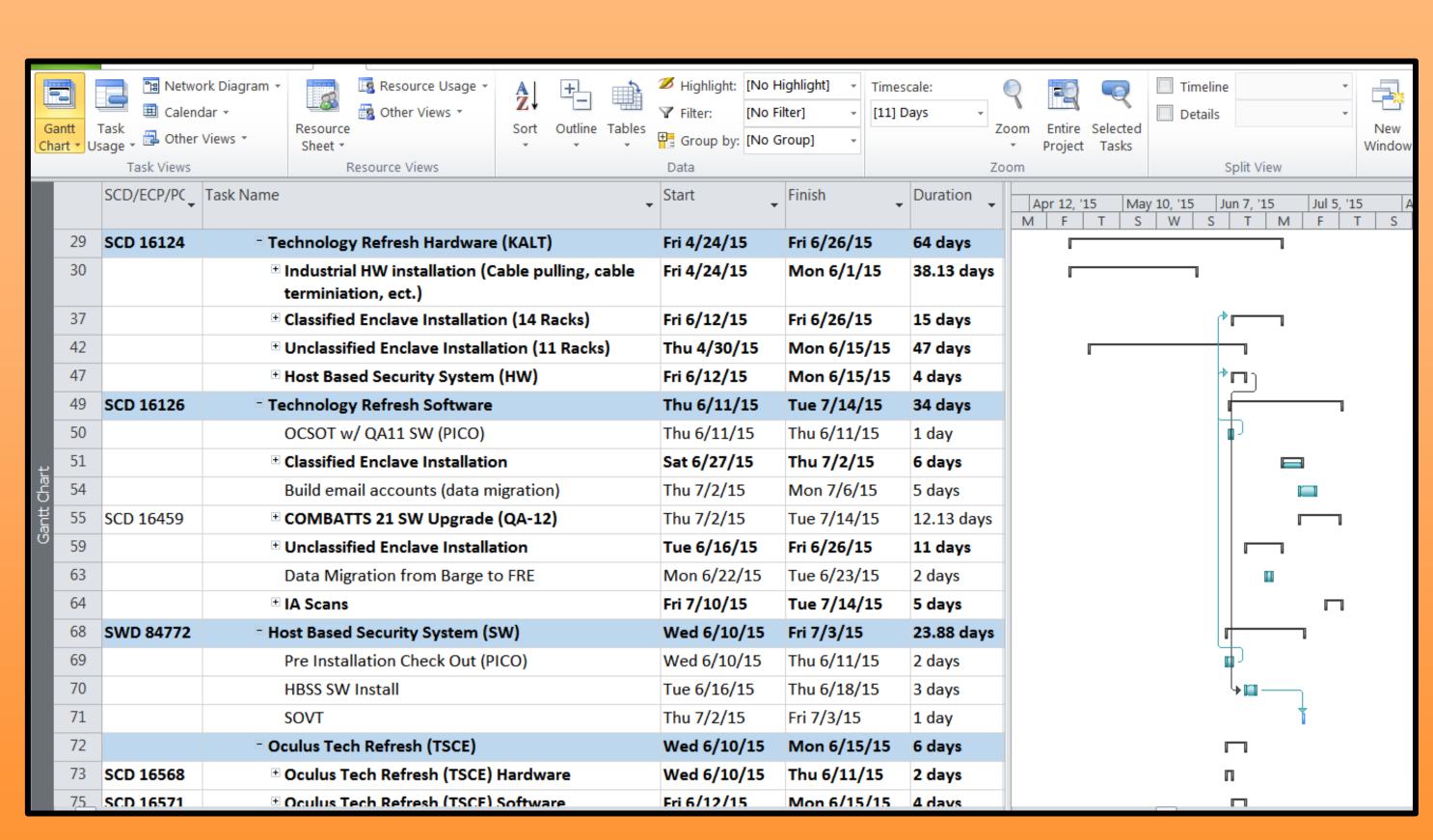
Technical Documentation







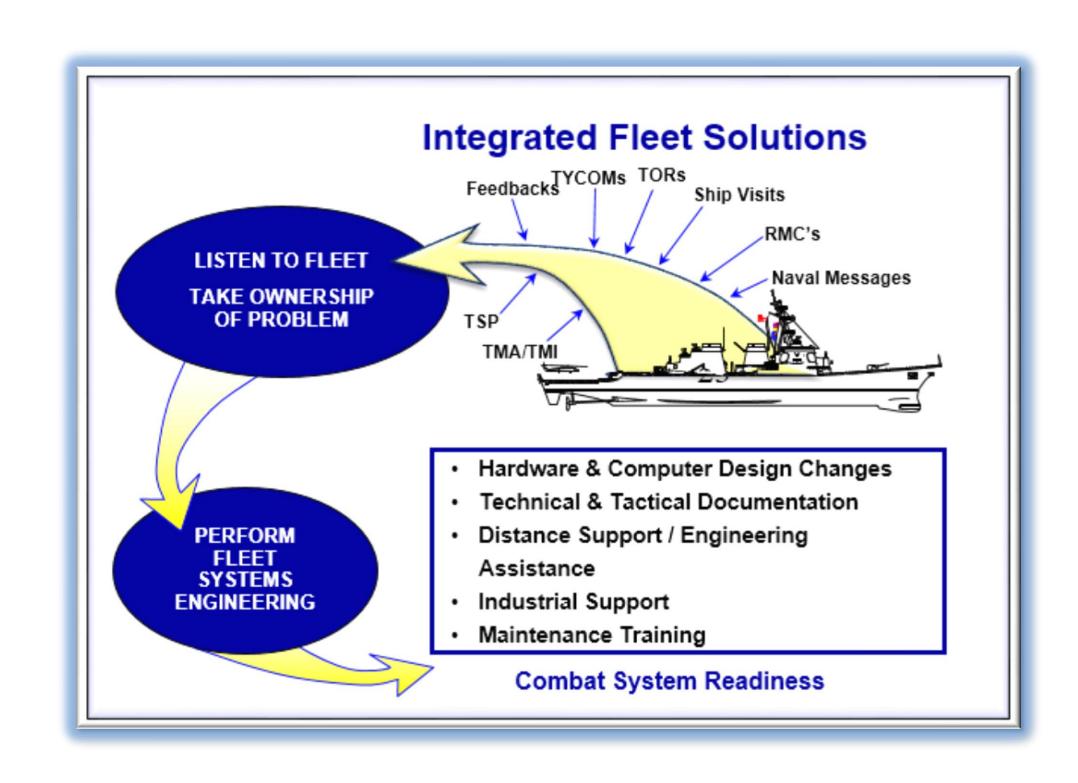
Hardware Upgrades

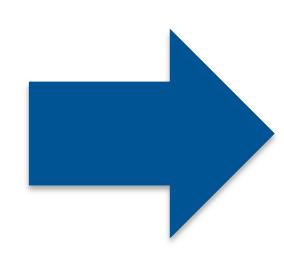


Manage installation, Integration, and Test Events aboard ship



Navigating Regulations







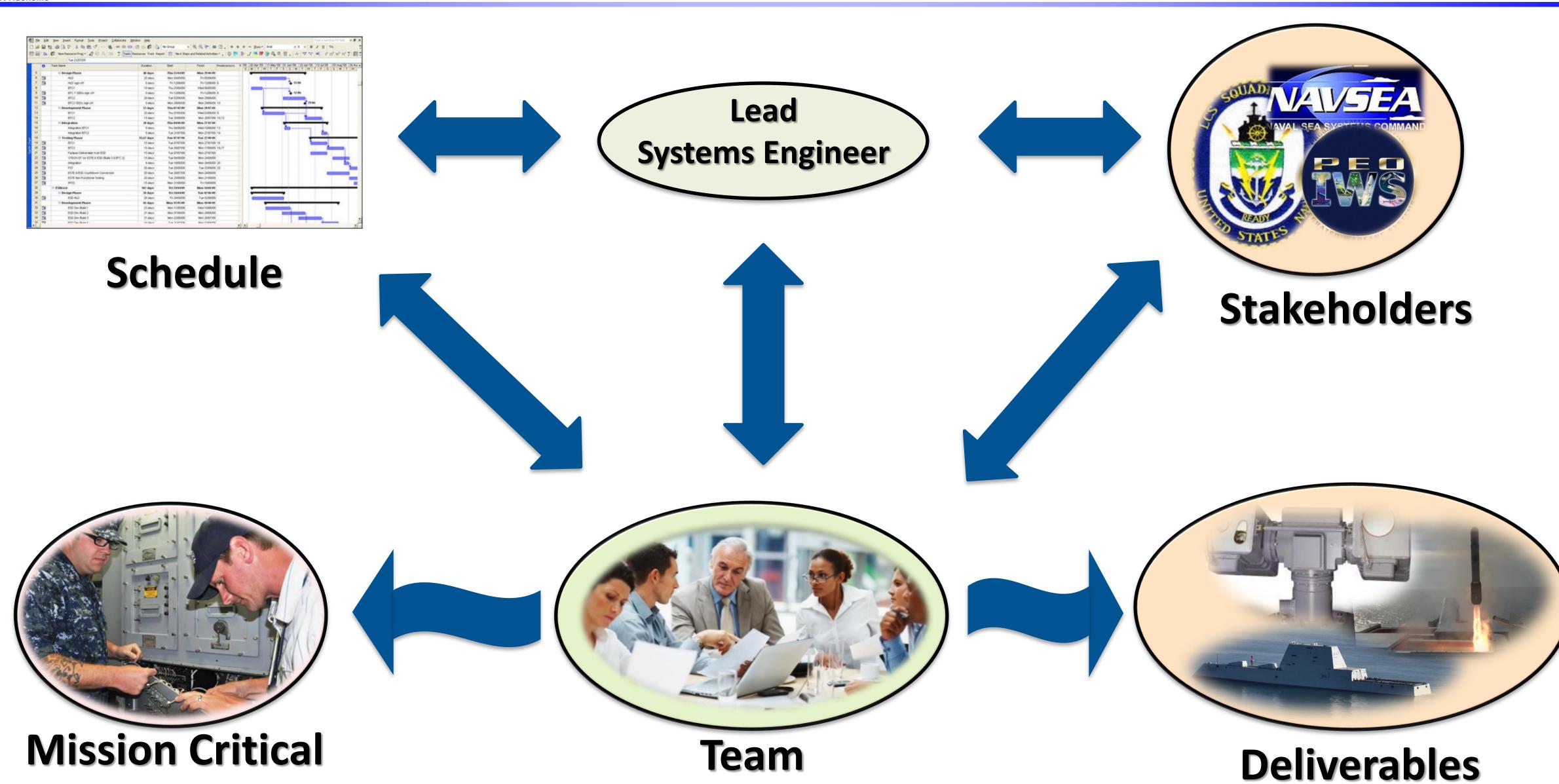
Complex Processes

Upgrades Installed



Events

Life Before Agile

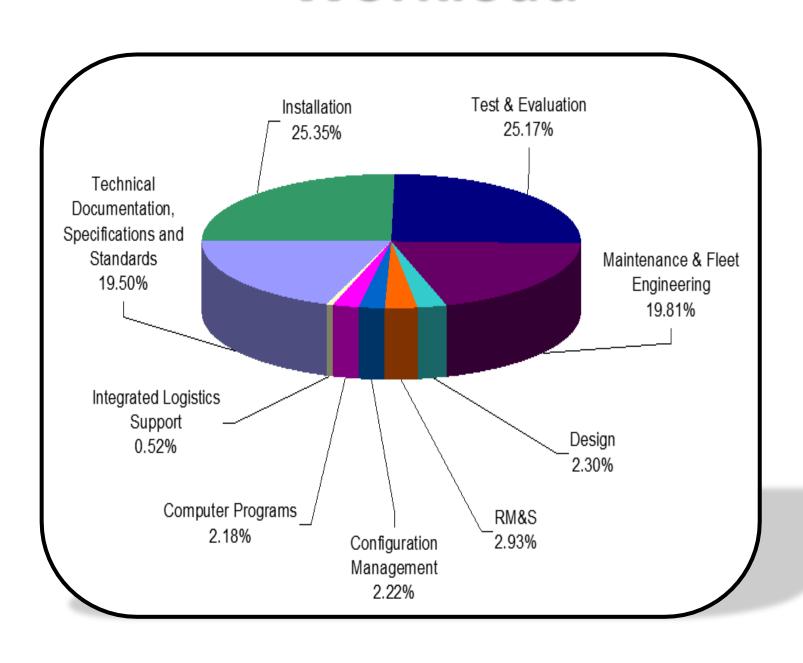


DISTRIBUTION A. Approved for public release: distribution unlimited



Heightened Awareness and Opportunities

Workload



Knowledge

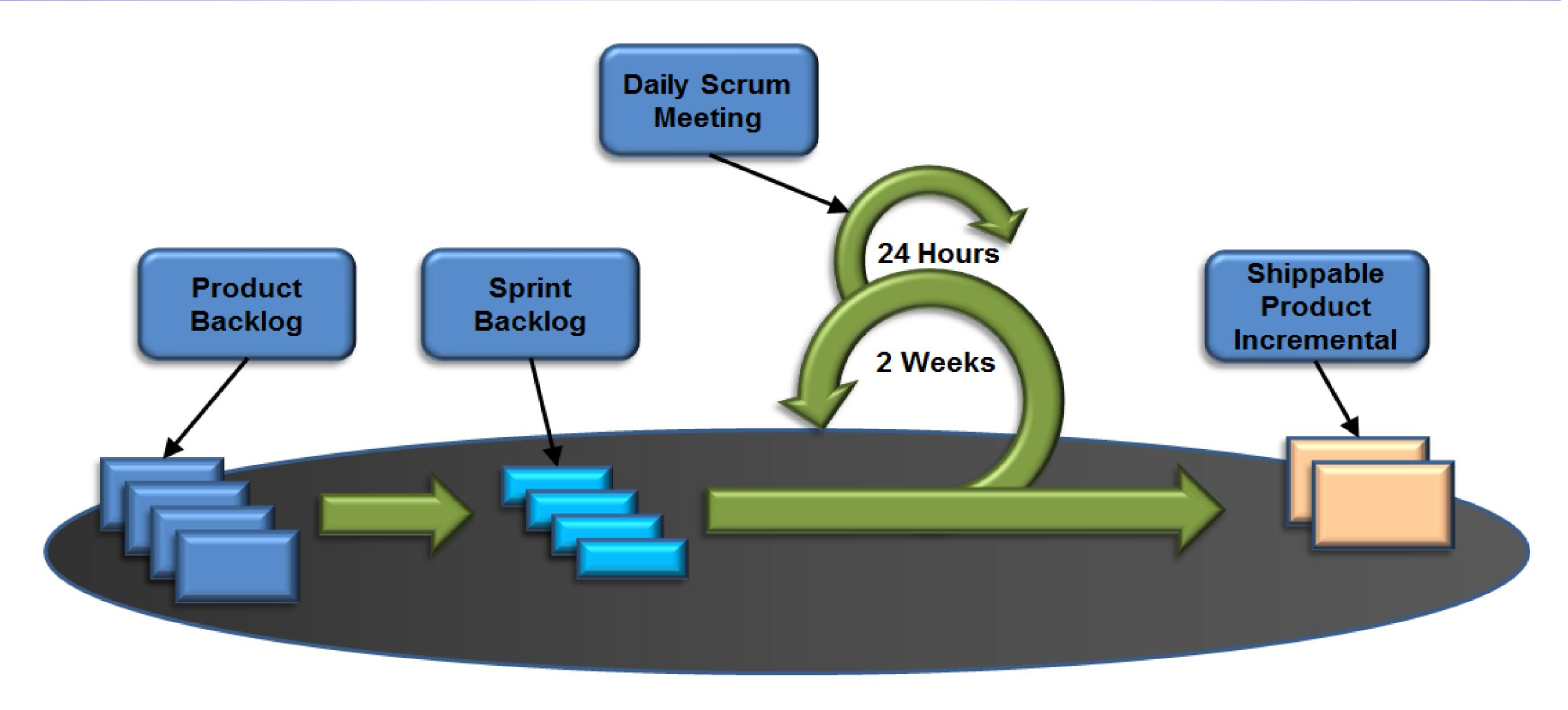


Collaboration



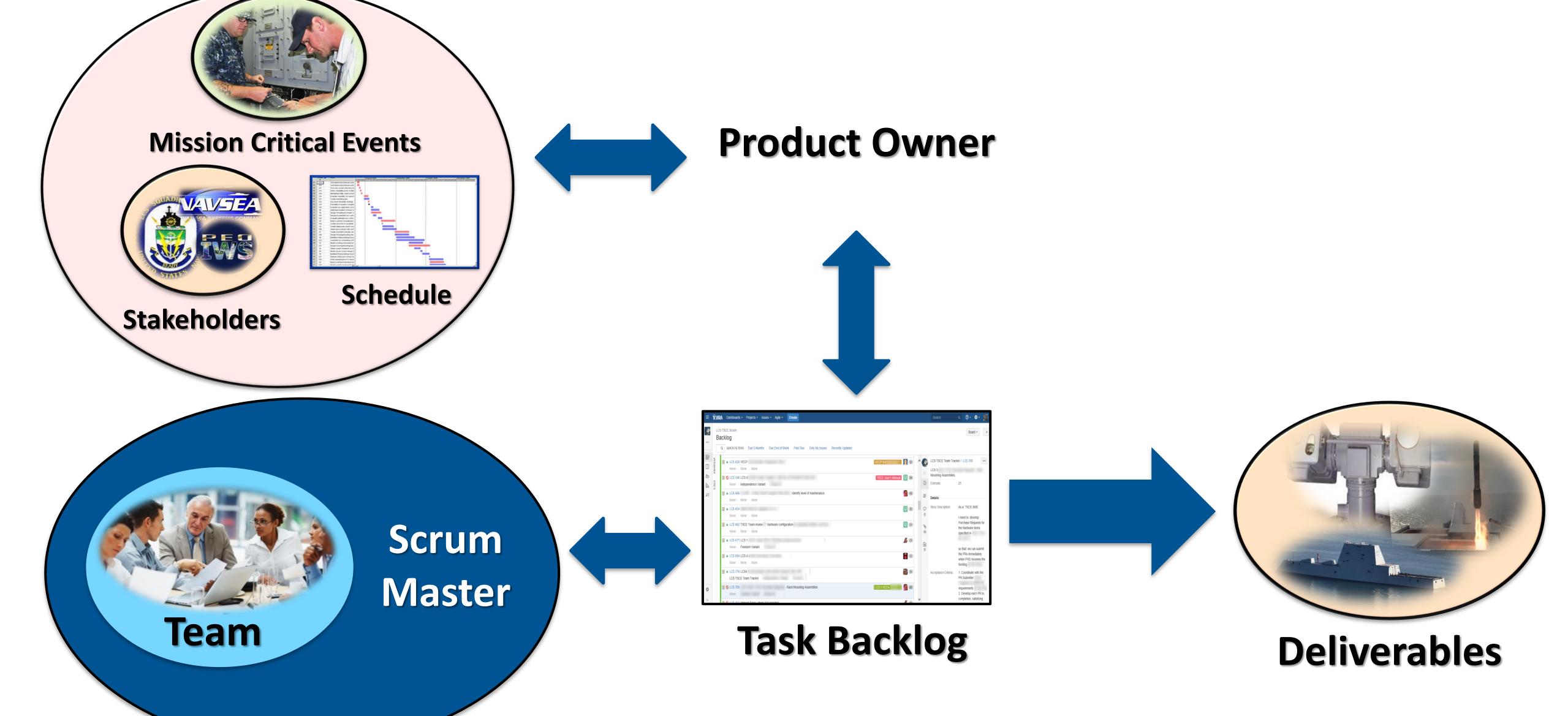


Components of Agile Scrum





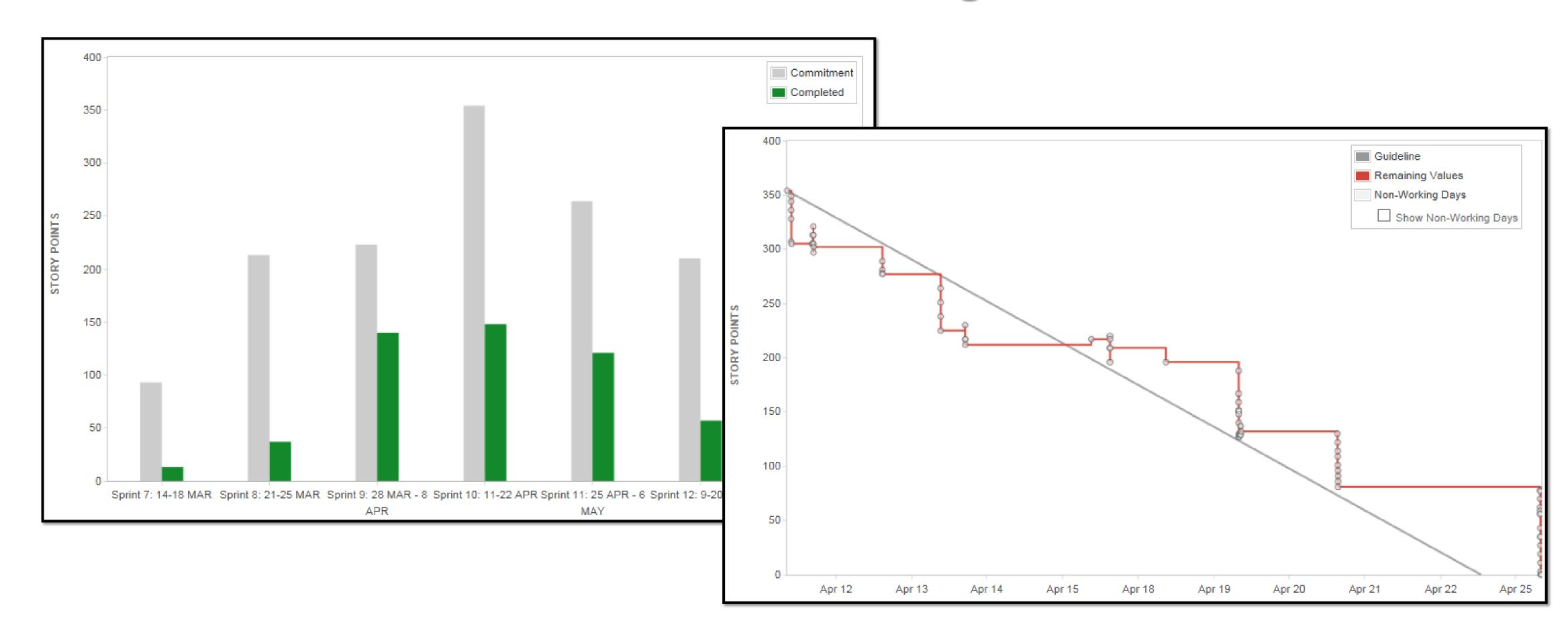
Agile Helps Manage Workload





Agile Process Control

Forecast commitments and negotiate trade-offs





Agile Helps Manage Work Flow



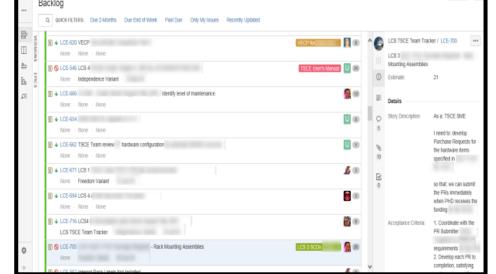


Logistics Backlog

None - Independence Variant -

None - Freedom Variant -

None - None - None

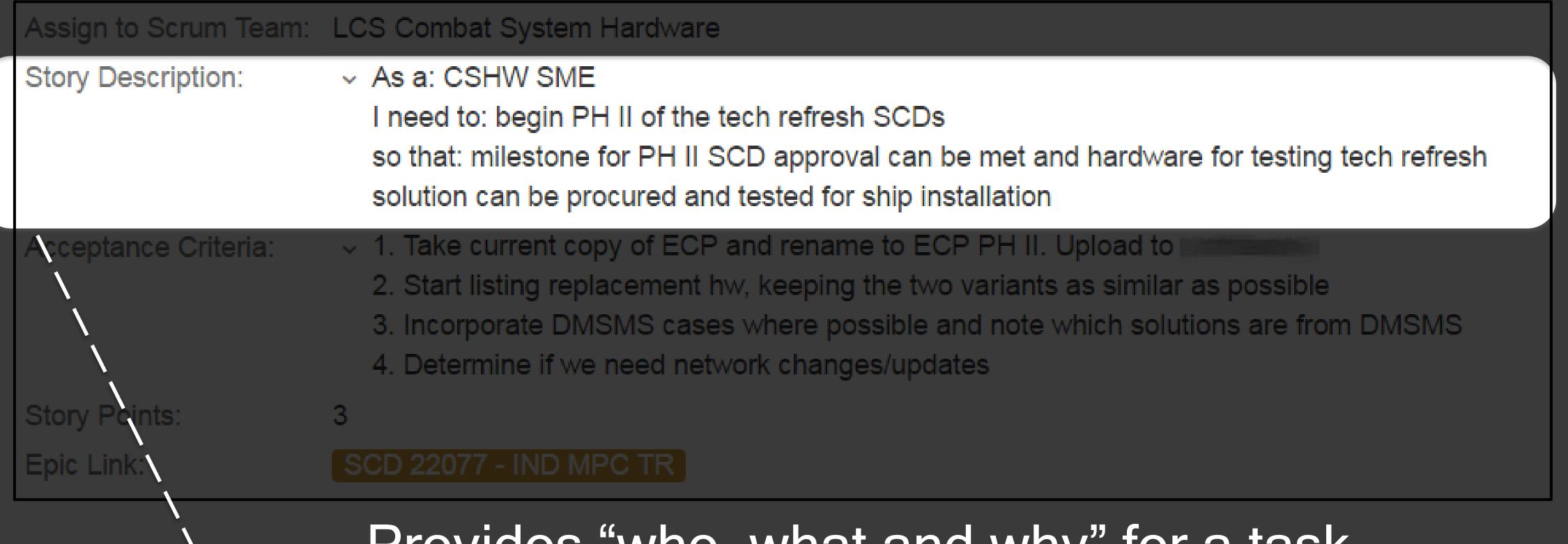


Install Backlog





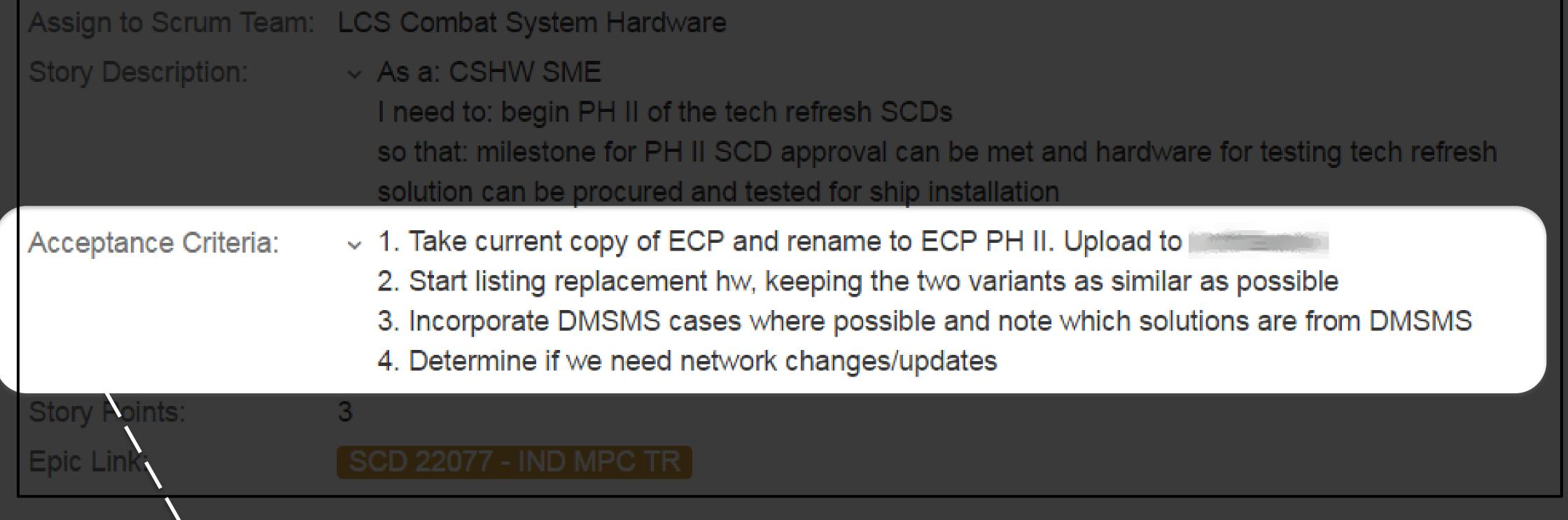
Defining Tasks Through Stories



Provides "who, what and why" for a task Provides context for team on task's value Used to help assess complexity of task



Define Completion Through Acceptance Criteria



Defines "done"

Provides details on what needs to be accomplished May include references on complex process steps



Case Study

MK-160 Gun Computer System (GCS) Obsolescence Management

Validate and upload GCS Data





Over 10,000 unique parts!





SCORE Status Overview

Selected System:

System Name	s	С	0	R	E	Overall
Combined Systems	57	126	41			79

	SAU	LRU	COTS	Active	Passive	Other	Total
Critical:	<u>4</u>	0	<u>4</u>	2	<u>3</u>	<u>3</u>	<u>16</u>
Reactive:	0	0	0	0	<u>6</u>	<u>3</u>	<u>9</u>
Proactive:	0	0	0	<u>1</u>	1	2	4
Normal:	1	1	<u>4</u>	<u>16</u>	<u>60</u>	<u>144</u>	<u>226</u>
Unknown:	0	0	<u>16</u>	<u>16</u>	<u>65</u>	328	<u>425</u>
Total:	<u>5</u>	1	<u>24</u>	<u>35</u>	<u>135</u>	<u>480</u>	<u>680</u>
View Chart:							2



Case Study

Littoral Combat Ship (LCS) Using Traditional Method

SCORE Status Overview

Selected System:

System Name	s	С	0	R	E	Overall
Combined Systems		126				

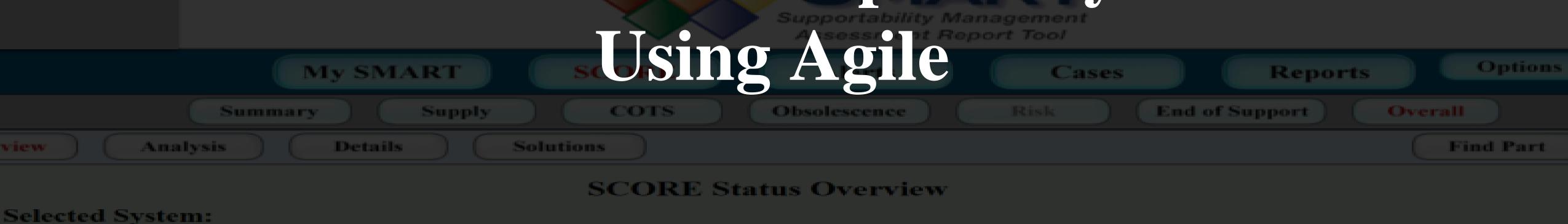
	SAU	LRU	COTS	Active	Passive	Other	Total
Critical:	4		4	2	<u>3</u>	<u>3</u>	<u>16</u>
Reactive:		4 + ye	ears and	task con	tinues —	3	
Proactive:			•Tas	ks not pla	anned	2	
Normal:	1	1		16		144	<u>226</u>
Unknown:		Intent to	complete	e, but no	tocus	<u>328</u>	425
Total:	<u>5</u>	1	<u>24</u>	<u>35</u>	<u>135</u>	<u>480</u>	<u>680</u>
View Chart:							2



System Name

Case Study

MK-160 Gun Computer System



Cyclem ranne)				Overan
Combined Systems						145			
	SAU	LRU	COTS	Active	F	Passive		Other	Total
Critical:	<u>15</u>	<u>16</u>	<u>19</u>	<u>21</u>		<u>31</u>		<u>26</u>	<u>128</u>
Reactive:		C om	pleted ta	sk in 3	-mo	nths			<u>140</u>
Proactive:			<u>6</u>	<u>67</u>		<u>134</u>		11	242
Normal:	<u>12</u>	<u>130</u>	lasks	clearly	' det	ined		1,749	<u>6,698</u>
Unknown:	4	<u>161</u>	<u>101</u>			169 ff 0 kt		2,794	3,241
Total:	<u>39</u>	<u>349</u>	<u>249</u>	Focus	eu e			<u>4,587</u>	10,449
View Chart:		DIST	PIRITION A Approve	ad for public role	ease: dist	ribution	plimited		



Agile: Why In-Service Engineering?



Navigate Regulation

Fleet Responsiveness

Manage Resources



In-Service Engineering Agent Successes with Agile



New team members are more productive earlier

Teams now focus on strategic planning

Barriers are resolved sooner

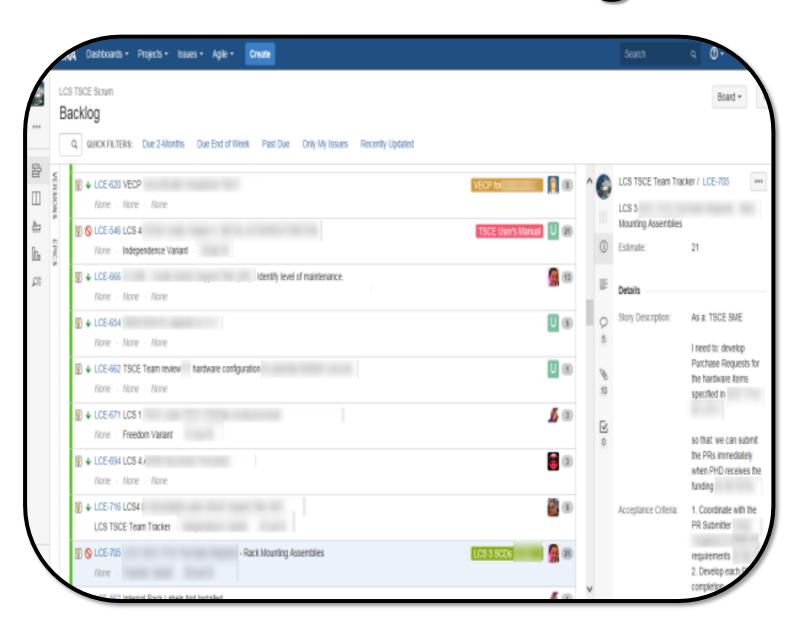


Agile Best Practices

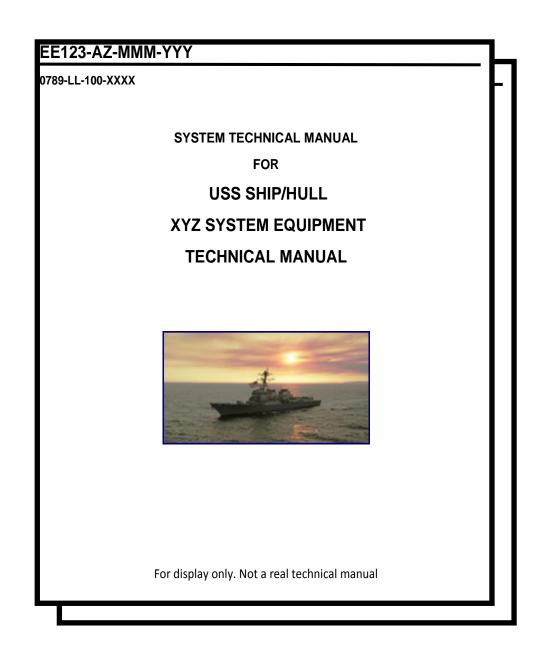
Daily Stand-Ups



Central Backlog



Common Repository





Key Takeaways

Agile is essential where:



Highly regulated

Requirement changes

Resource constrained

Time critical

