# CA-Agile: Table of Contents

## Understanding

### 1 Start by Learning

- 1.1 Learn Core Agile Principles
- 1.2 Learn Basic Agile Practices
- 1.3 Learn How CA Governs Agile
- 1.4 Learn the CA-Agile Lifecycle

### 2 Conduct an Assessment

- 2.1 Assess Culture
- 2.2 Assess Readiness
- 2.3 Assess Your Portfolio
- 2.4 Assess Organizational Impact

## Planning

### 3 Determine Strategy

- 3.1 Define the Vision & Objectives
- 3.2 Conduct Some User Research
- 3.3 Begin Estimating Effort
- 3.4 Do Business Analysis
- 3.5 Approve Project Proposal
- 3.6 Set up the Environment
- 3.7 Form Strategy Team(s)
- 3.8 Document Team Principles
- 3.9 Address Readiness Issues

**PAL STAGE 1 COMPLETE**

### 4 Perform Discovery

- 4.1 Form Discovery Team(s)
- 4.2 Conduct More User Research
- 4.3 Write User Stories
- 4.4 Refine Estimates
- 4.5 Determine Modules
- 4.6 Do Technical Discovery
- 4.7 Produce Product Backlog
- 4.8 Define Minimum Viable Product
- 4.9 Develop Product Roadmap

### 5 Demonstrate Readiness

- 5.1 Form Research Team(s)
- 5.2 Conduct More User Research
- 5.3 Refine User Stories
- 5.4 Update Product Backlog
- 5.5 Conduct Market Research
- 5.6 Update Estimates
- 5.7 Do Alternatives Analysis
- 5.8 Develop SOW
- 5.9 Do Procurement Analysis
- 5.10 Conduct Procurement
- 5.11 Demonstrate Readiness
- 5.12 Fund Project

**PAL STAGES 2, 3, & 4 COMPLETE**

## Doing

### 6 Deliver Service

- Execute Contract(s)
- Form Team(s)
- Plan Releases
- Delivery and Operations

THE CA-AGILE FRAMEWORK DEVELOPMENT TEAM IS STILL THINKING ON AND EXPANDING THIS PROCESS. THE DOING AGILE PROCESS PHASE ACTIVITIES WILL BE FURTHER FLUSHED OUT AS WE CONTINUE TO INCREMENTALLY DEVELOP GUIDANCE.

### Concept

This Table of Contents provides context about the processes and activities associated with a CA-Agile Lifecycle. The team will incrementally deliver Understanding and Planning Agile content as playbooks, define Doing Agile activities, and iterate from an Alpha to Beta to Live version of CA-Agile.

### Legend

🟨 = Marks completion of Project Approval Lifecycle (PAL) gates

Ⓞ = Reminder of the iterative nature of the process