

KANBAN SOFTWARE DEVELOPMENT



Creators of OnTime, the #1 selling Scrum software.
Learn more at OnTimeNow.com

Kanban is a visual queuing method for developing software products and processes with an emphasis on just-in-time delivery, while not overloading the developers. Kanban systems usually start with a columnized

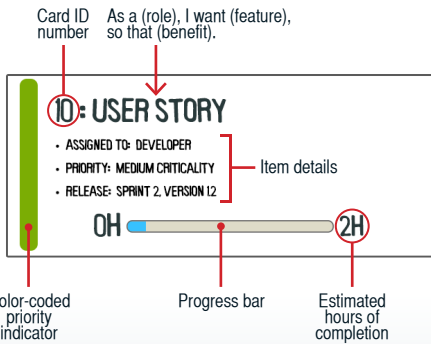
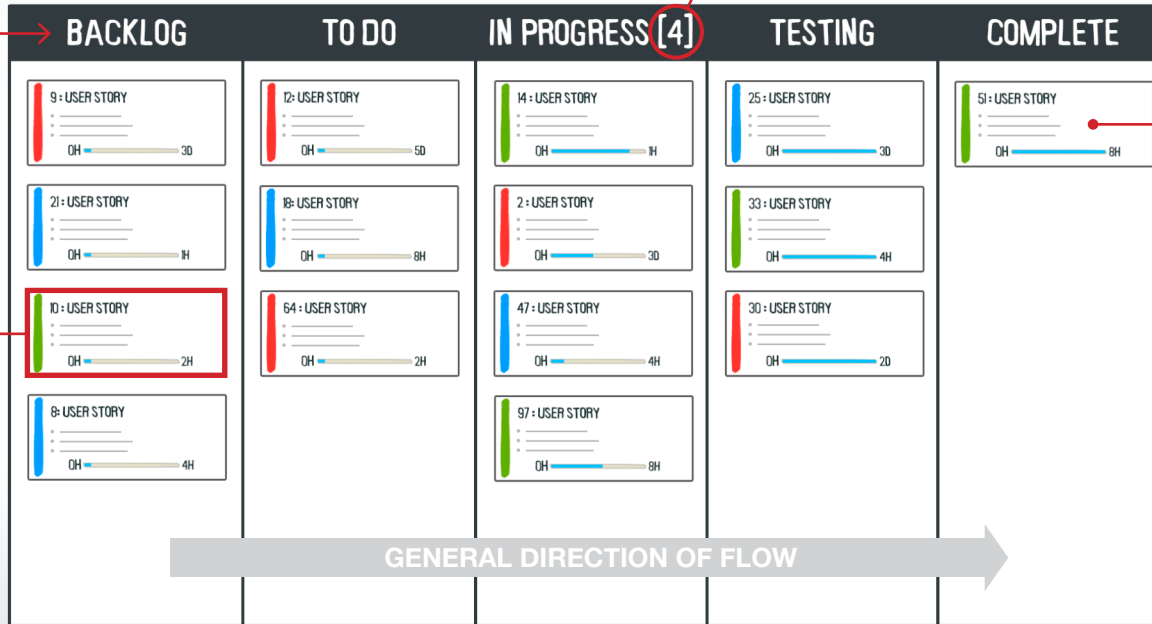
board and visual cards that represent items in a product backlog. The cards are placed on the board into the proper workflow column and are moved, generally speaking, to the right as their workflow status updates.

WORK IN PROGRESS (WIP) LIMITS

Kanban can impose limits on the number of items that can live in any workflow step, at any given time.

WORKFLOW STEPS

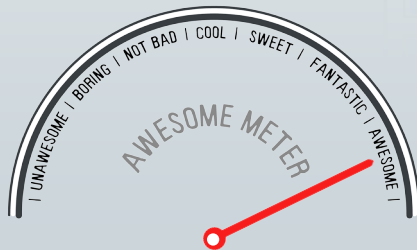
The steps are entirely up to you, so keep it simple and efficient.



ANATOMY OF A KANBAN CARD

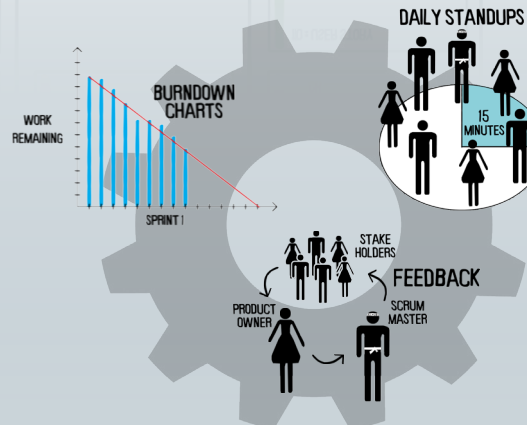
SCRUM + KANBAN = AGILE AWESOMENESS

Kanban is fantastic in its own right and on many projects may be all that you need, but when paired with a good Scrum framework and a great Scrum tool, Kanban really shines.



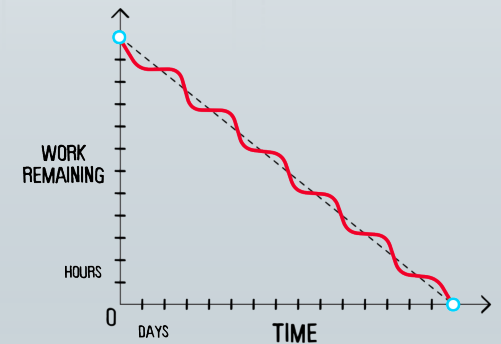
SCRUM AS STRUCTURE

Scrum provides the structure for organizing feedback, short-term planning, stack ranking, an inspect-and-adapt mindset, and other organizational improvements.



KANBAN AS FLOW

Kanban provides a steady flow of tasks that reach 100% completion by helping your team manage day-to-day development with a minimum of overhead and blocking issues.



FOR MORE INFO:

Intro to Kanban Video: www.ontimenow.com/what-is-kanban



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