

Autodesk® AutoCAD® Utility Design: NV Energy's Agile Approach

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Executive Summary

NV Energy recently completed our deployment of Autodesk® AutoCAD® Utility Design for the northern service territory. By using the Agile development approach, we were able to deliver more features than initially anticipated while managing competing initiatives and business objectives.

... we even had a little fun along the way.

Key learning objectives

At the end of this class, you will be able to:

- Identify why Autodesk AutoCAD Utility Design software provided the right tool to complement NV Energy's work management system
- Describe the fundamental methodology behind an agile approach
- List the keys factors that made the agile approach successful for NV Energy's implementation
- Apply the lessons learned in this class to your own implementation

Planning Board

To Do

In Progress

Done

Why AUD?

What is Agile?

NV Energy's
Experience

Apply Lesson's
Learned

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What is Agile?

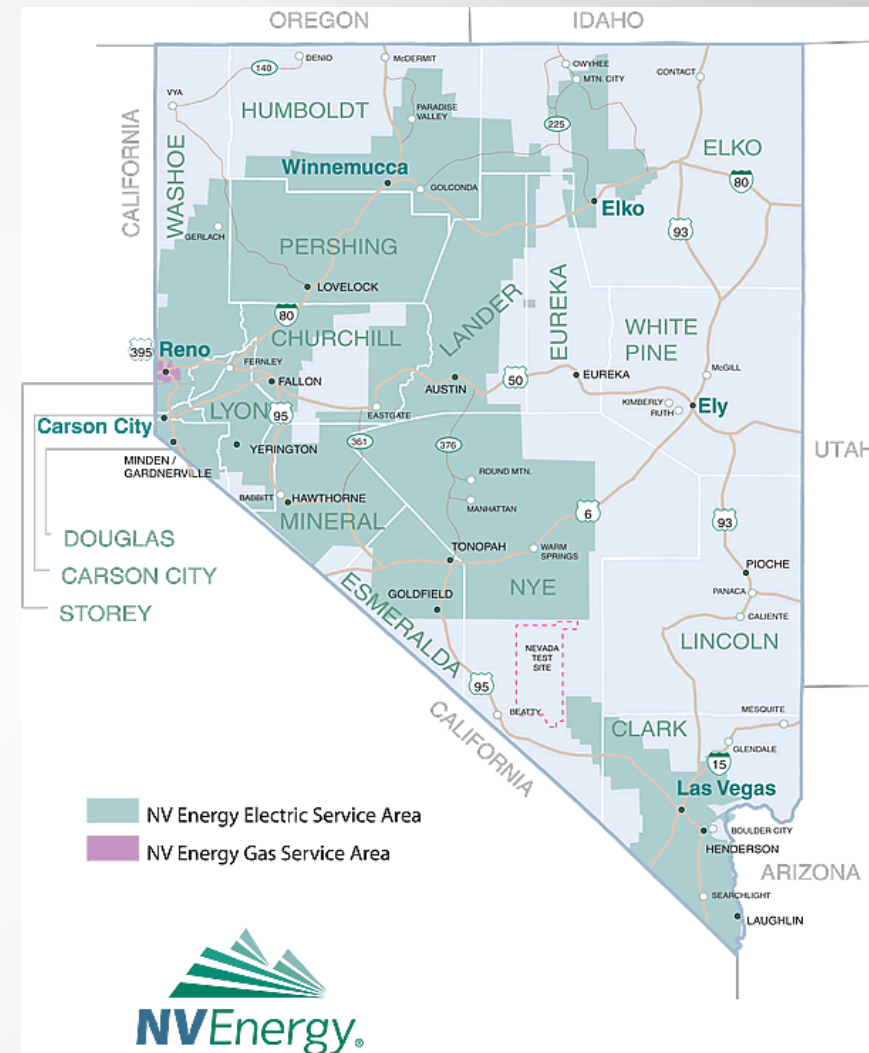
NV Energy's
Experience

Apply Lesson's
Learned

Why AUD?

NV Energy

- Has served Nevada for over 150 years.
- Utilities merged in 1999 and began doing business as NV Energy in 2008.
- Service area covers 45,592 square miles including 2.4 million electric and 145,000 gas citizens.



AUD at NV Energy

- NV Energy has used AUD in it's southern territory for over 10 years
- It became a priority for our northern territory in 2010 with the implementation of Maximo
- In 2011 an assessment was commissioned with Autodesk Consulting Services to develop an implementation strategy for both territories

AUD at NV Energy

Our primary objective was to build efficiencies on the foundation of the merger and enterprise work and asset management initiatives.

- Reduce the number of manual inputs.
- Reduce overall design time.
- Reduce the opportunity for error.
- Reduce project review time.
- Reduce AFUDC.
- Improve Customer Satisfaction within the Development Community.

AUD at NV Energy

- The probability of success was high.
- The benefits were clear for the New Business Design Department, Supply Chain, Operations, and Customers.
- Multiple drivers, risks, and contingencies were evaluated throughout the project that required flexibility during the development process.

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Why AUD?

What is Agile?

Agile is a software development methodology that values:

- **Individuals and interactions** over processes and tools
- **Working software** over comprehensive documentation
- **Customer collaboration** over contract negotiation
- **Responding to change** over following a plan

That is, while there is value in the items on the right, the team values the items on the left more.

Beck, Kent; et al. (2001). "Manifesto for Agile Software Development". Agile Alliance.

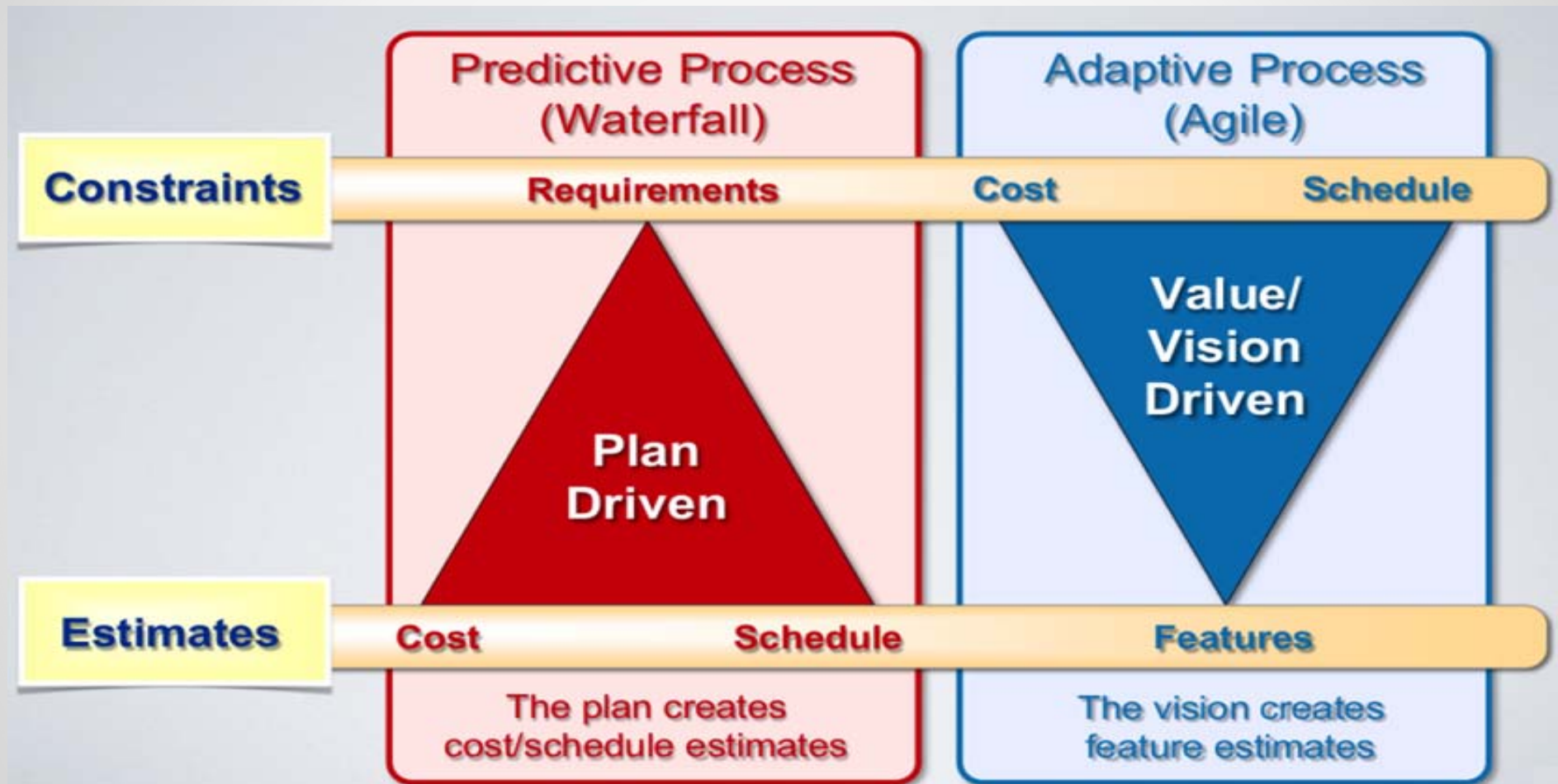
What is Agile?

Agile isn't a mechanism for success. It is a mechanism of making failure transparent so that you can adapt quickly.

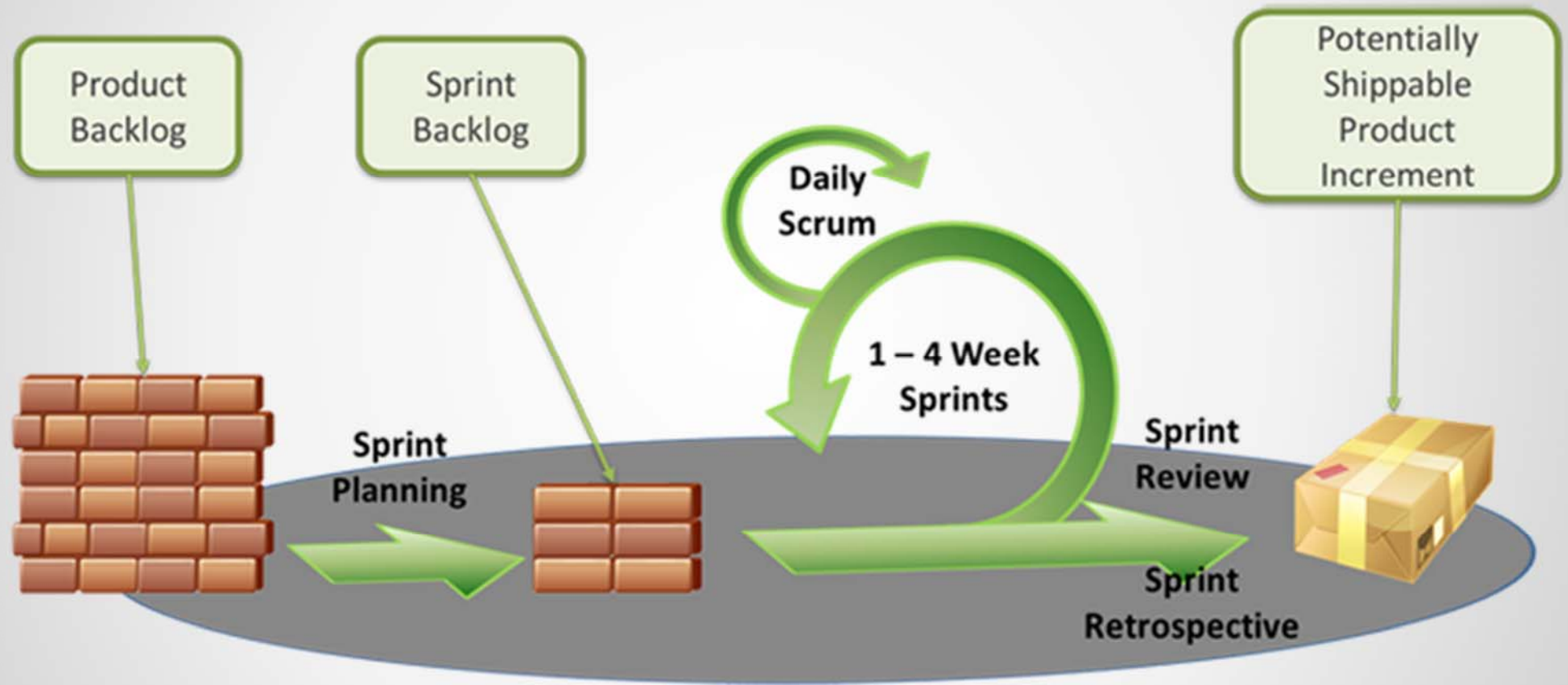
Practically, an Agile project is characterized by:

- Incremental product development
- Iterative delivery
- Fast Feedback Loops
- Team Empowerment

What is Agile?



Agile looks something like this...



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How the customer explained it



How the Project Leader understood it



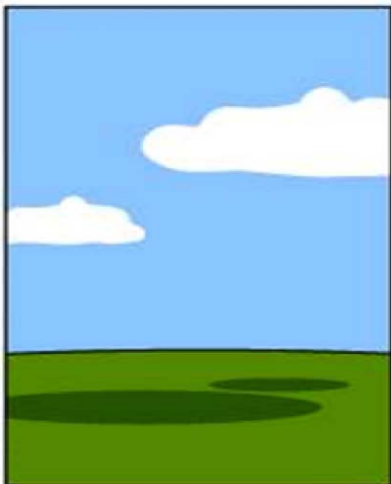
How the Analyst designed it



How the Programmer wrote it



How the Business Consultant described it



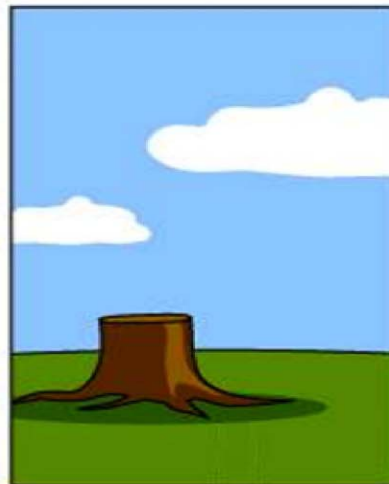
How the project was documented



What operations installed



How the customer was billed

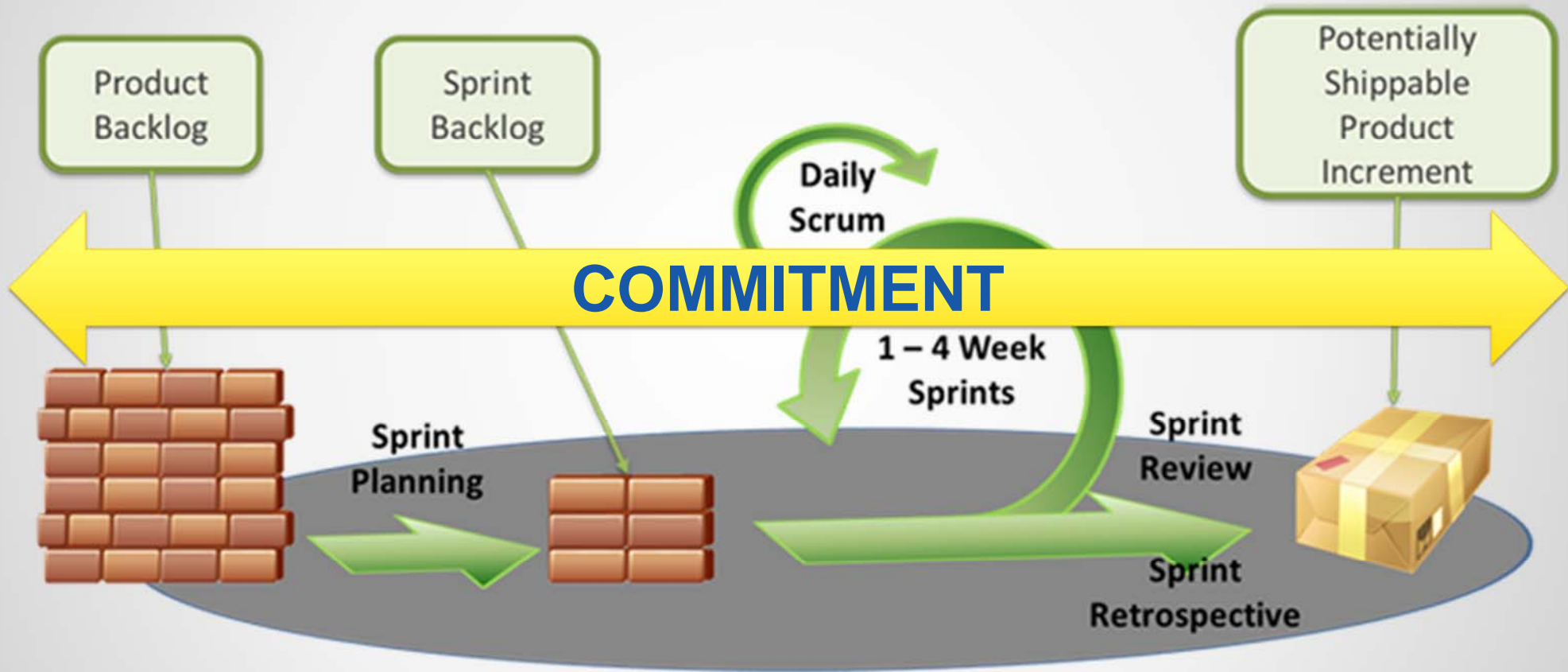


How it was supported



What the customer really needed

Getting started...



Engaging the Project Team



Product Owner



Scrum Master



Delivery Team

Product Backlog

Sprint Backlog

Potentially Shippable Product Increment



Coach



Sprint Planning



Daily Scrum

1 – 4 Week Sprints

Sprint Review

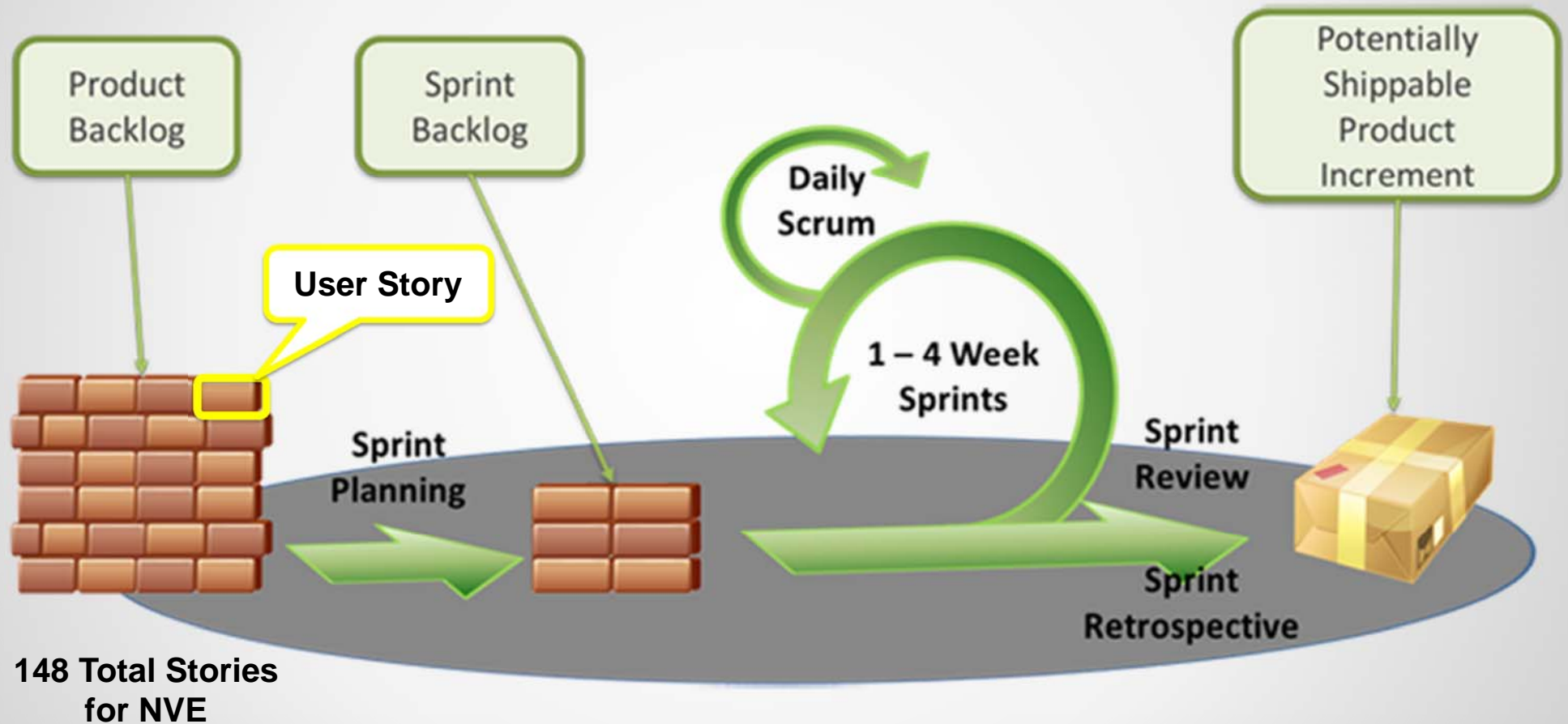
Sprint Retrospective



Selecting the right tools



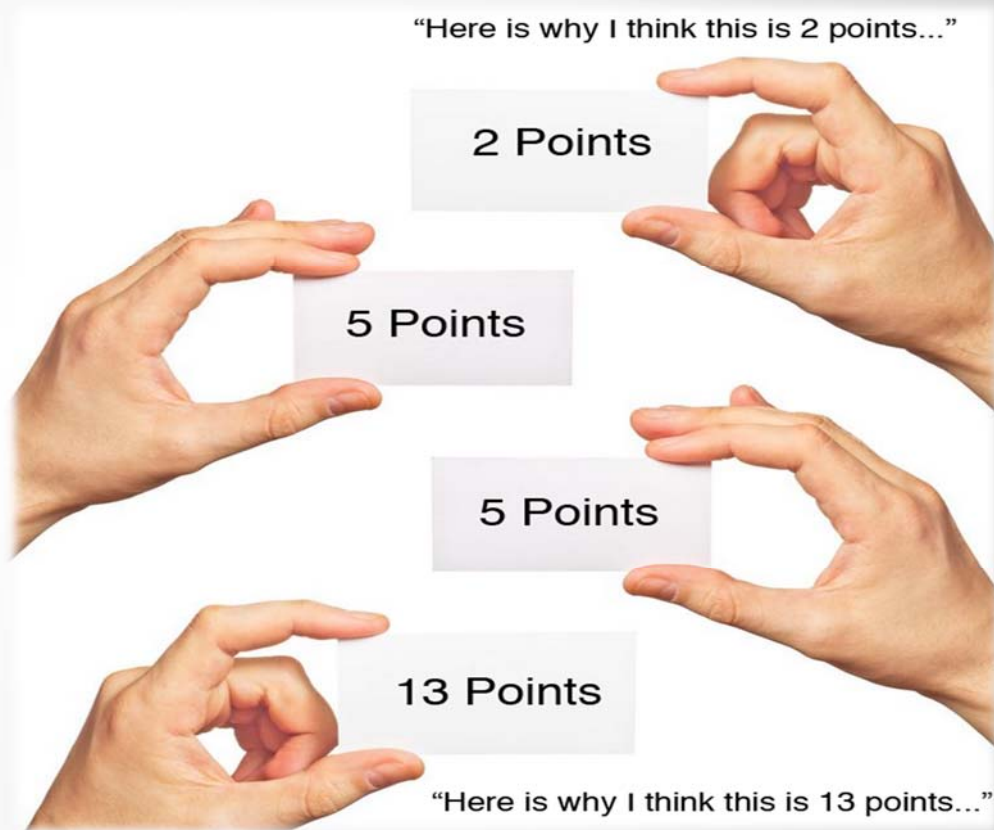
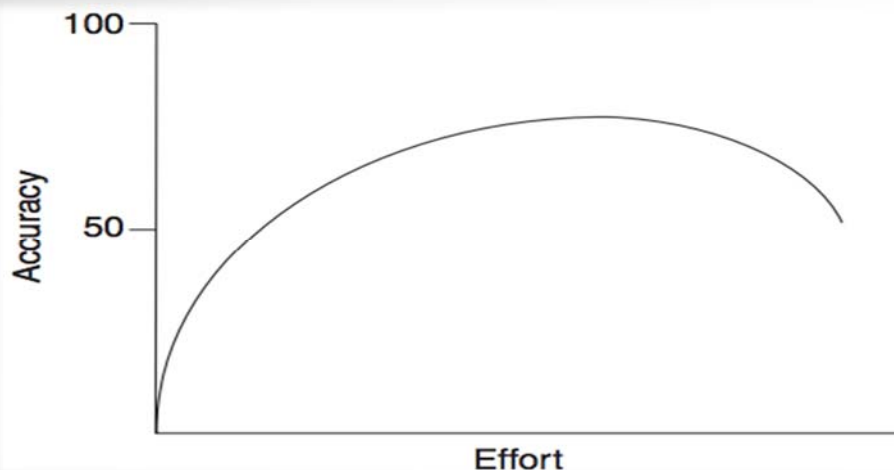
Creating User Stories



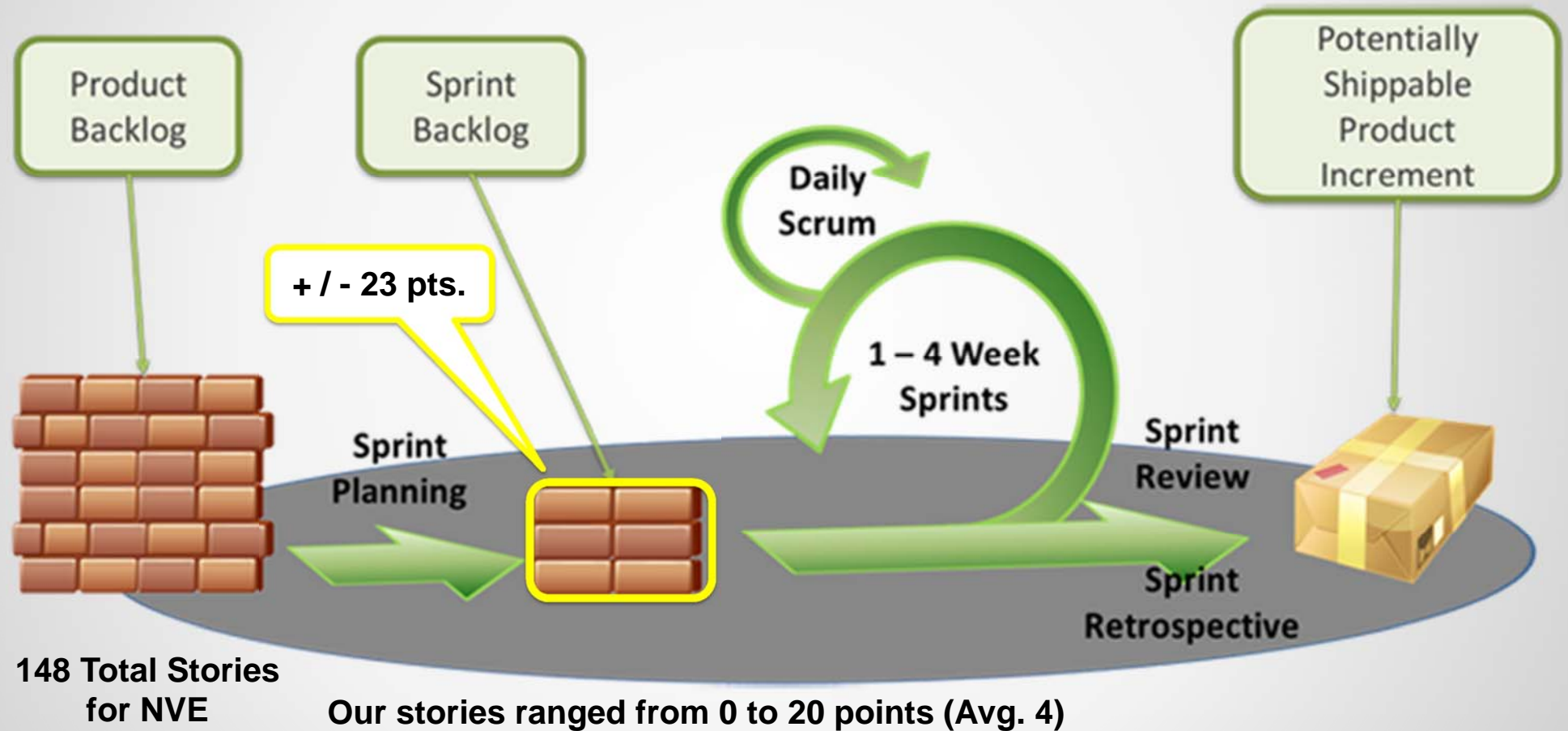
Estimating Story Points

Story Points are a relative measure of effort taking into account complexity, uncertainty, and risk.

Quick can be just as accurate



Sprint Planning



Capacity Planning

Capacity Planning provides an estimate of the “Stories” that can be completed in the upcoming Sprint.

Story (Descending Priority)	Points	Cumulative Points Total	Cumulative Hours Total
Story A	2	2	12
Story B	3	5	32
Story C	8	13	72
Story D	5	18	106
Story E	2	20	120
Story F	5	25	152
Story G	2	27	156
Story H	3	30	178
Story I	2	32	196

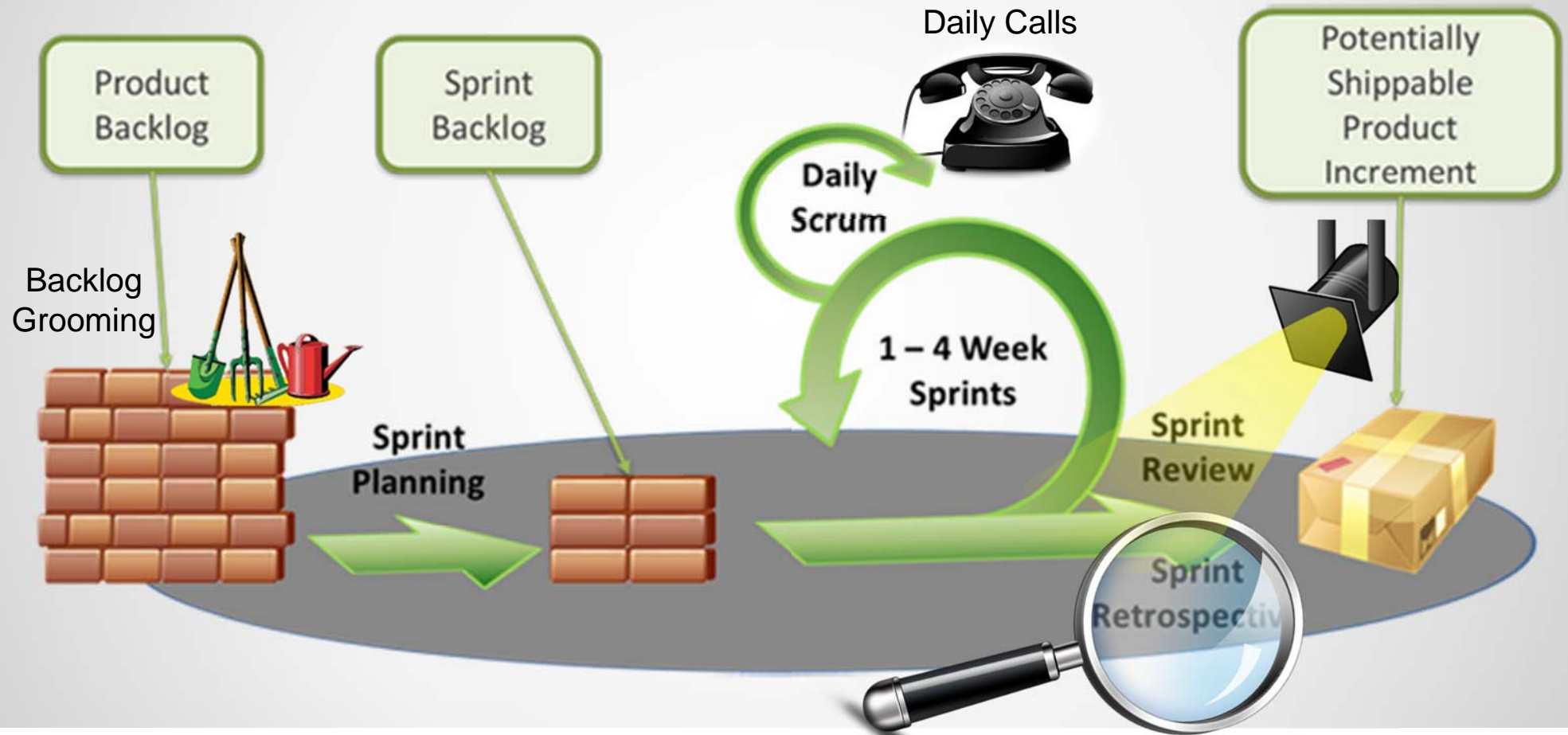
- Leverage historical data when possible
- Throw out extreme high and low data points
- Determine best case, most likely, and worst scenarios
- Commitments will be Risk / Based

90% Confidence

50% Confidence

10% Confidence

Execution



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Apply Lessons Learned

- Invest in an assessment
- Evaluate compatible units
- Seek feedback from others
- Hold a project kickoff
- Bring in an Agile coach
- Include stakeholders throughout
- Consider Agile tools
- Plan capacity
- Escalate issues quickly
- “Stair step” stories within a sprint

- Plan requirements meetings
- Accept a rocky start
- Ensure everyone has an assignment
- Work the backlog, don't wait around
- Use Online Meetings
- Develop an Agile mindset
- Leverage historical data
- Soften scope changes

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NVE-AUD-Program

NVE AUD
Implementation

System Dashboard

NVE-AUD-Program

[+ Add Gadget](#)
[Edit Layout](#)
[Tools](#)

Favorite Filters

All Bugs	1141
All Stories	153
FRS Stories	75
Issues Working	1
New Scope	36
New Stories	79
Open Stories	3
Open UAT Bugs	0
UAT Bugs	128

[Create Filter](#)
[Manage Filters](#)

Activity Stream

Activity Stream

October 10

- Gabe Lee closed AUD-3064 - Ordering material for gas is slow
 October 10 at 10:12 AM
- Gabe Lee resolved AUD-3064 - Ordering material for gas is slow as 'Fixed'
 October 10 at 10:12 AM
- Gabe Lee updated 2 fields of AUD-3064 - Ordering material for gas is slow

Agile Gadget

NVE AUD IMPLEMENTATION (AUD)

AUD North

28/May/13

To Do 0 / In Progress 0 / Done 1529

Default

Info

Hours

Issues

Flow

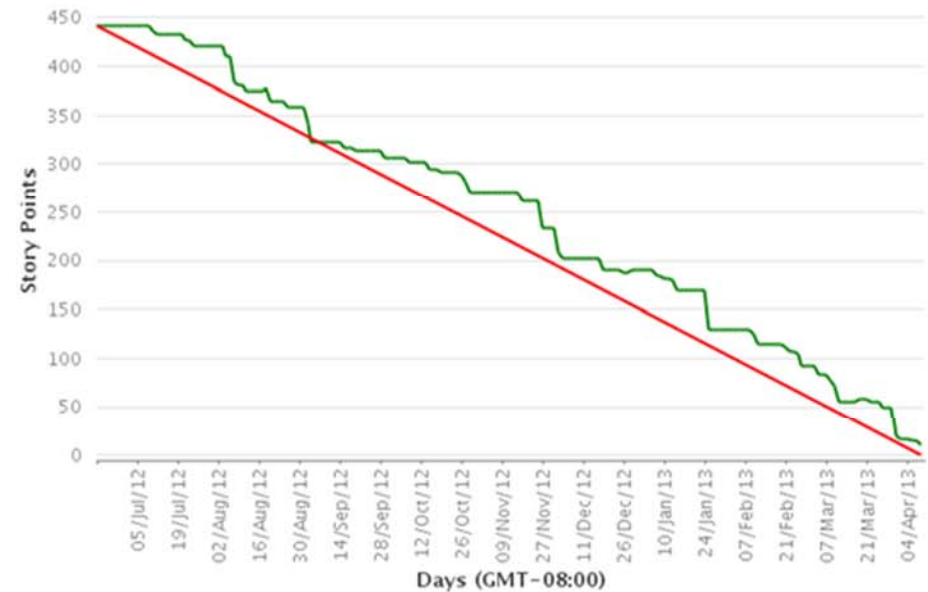
Burndown

Burnup

Velocity

Story Points

Daily



[Only My Issues](#)
[Hide Done Issues](#)

1 2 3 4

📌 Story
🐛 Bug
🔗 Technical task
✅ Test Task
❌ Defect Task
📄 Doc Task
🚀 Epic

To Do - 0m		In Progress - 0m		Done - 1d 15m	
AUD-497 8 Subs	Insert symbol and capture material - gas - distribution valve	Administrator	8	Gas	Sprint 3 30 minutes Reviewed with Bryde Bates, looks good.
AUD-244 8 Subs	Insert symbol and capture material - gas - reducer	Linda Veit	5	Gas	Sprint 3 30 minutes Reviewed with Bryde Bates, looks good.

1 issue - 30m

AUD-424

Review with Product Owner
 Sprint 3
 Mike Ginsburg
 30 minutes
[Closed](#)

1 issue - 30m

AUD-428

Review with Product Owner
 Sprint 3
 Mike Ginsburg
 30 minutes
[Closed](#)

