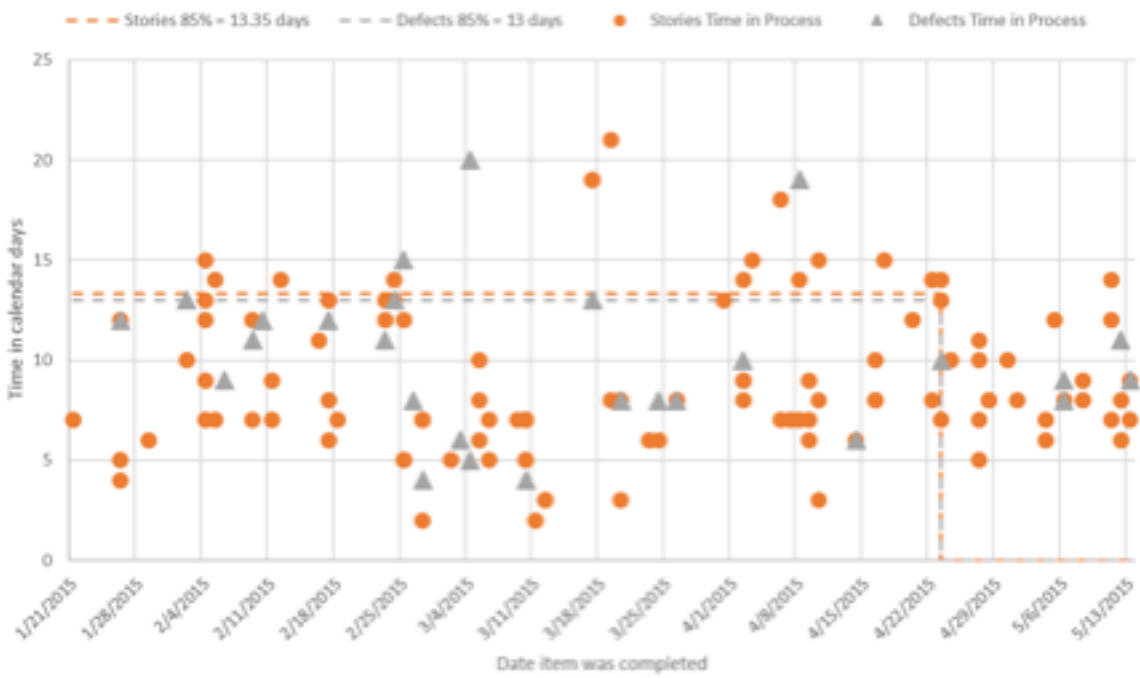


# Jump-Plot

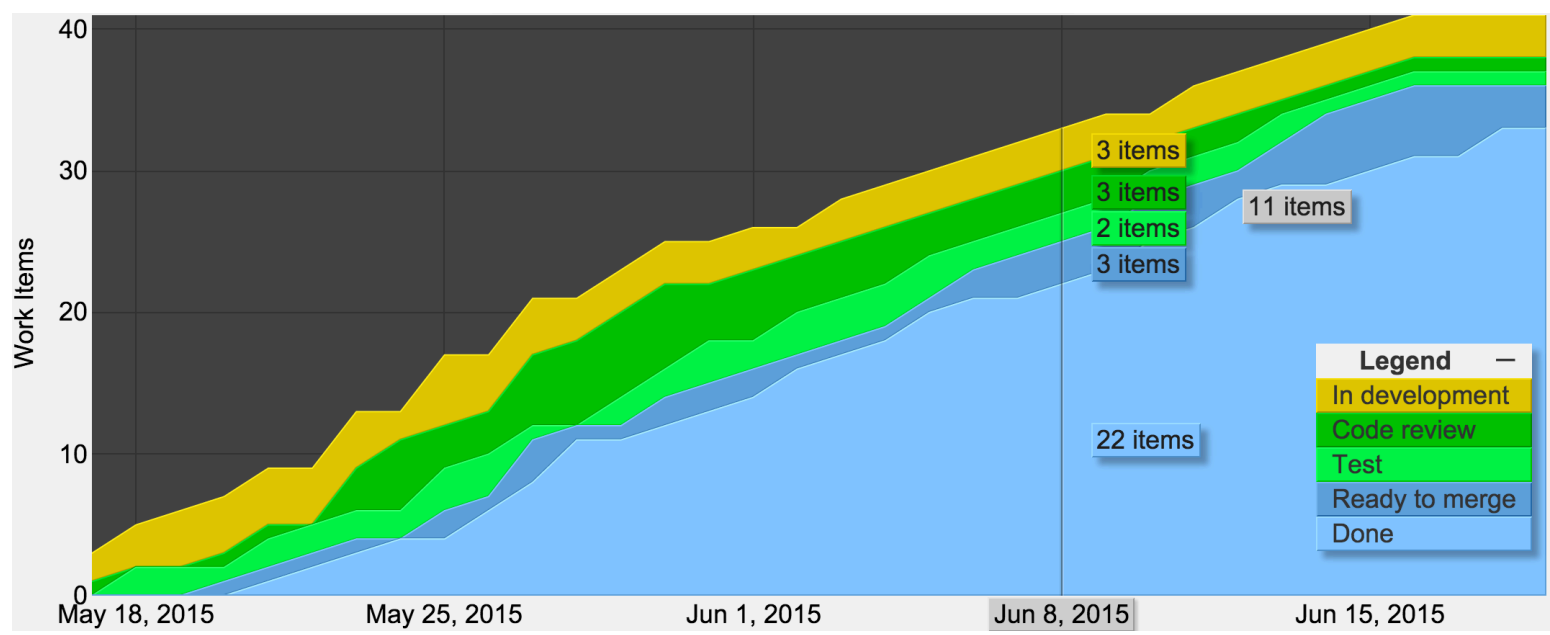
Seeing the flow of work at an item and card movement level

COMPLETED ITEM TIME IN PROCESS (IN CALENDAR DAYS)



**Control charts:** Scatterplots that show completed cycle time for items. Often with control lines.

**Cumulative Flow Diagrams:** Area charts that show the work flowing through states. Allow estimated average WIP and cycle time to be computed.



# JUMP PLOT

HOME

WHAT IS IT?

VARIATIONS

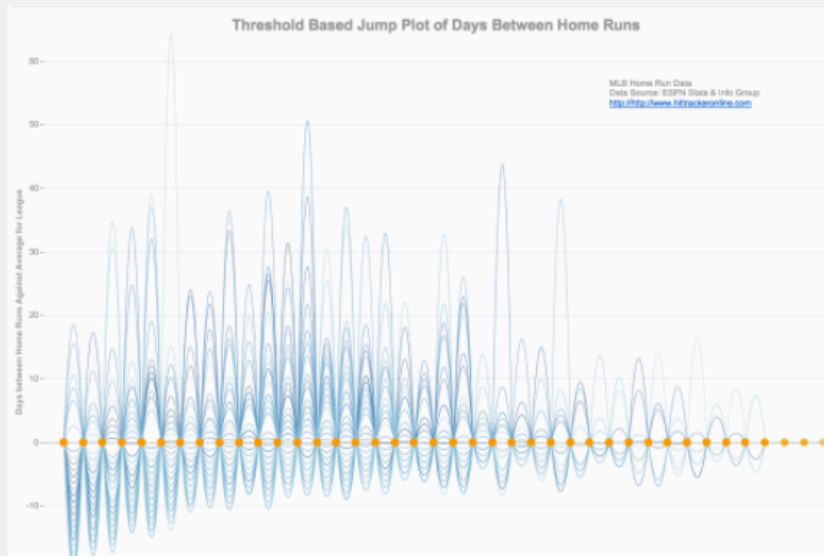
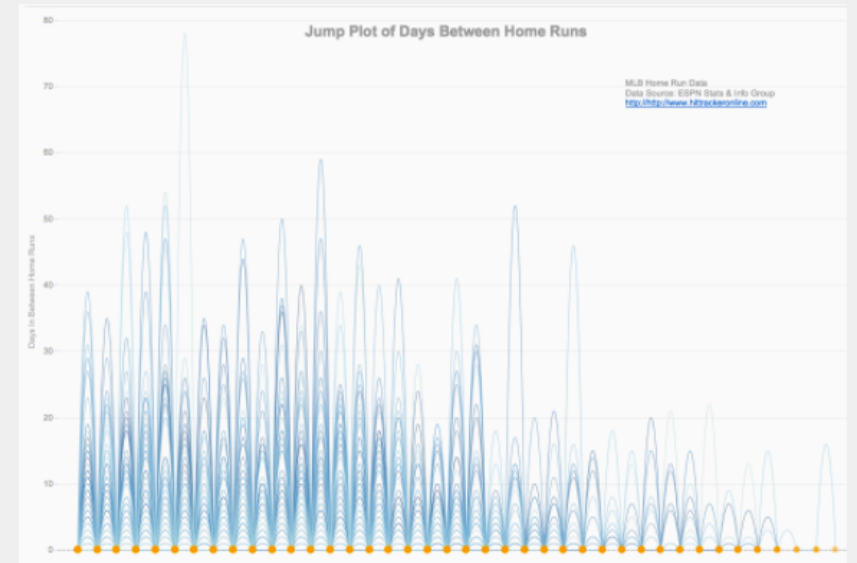
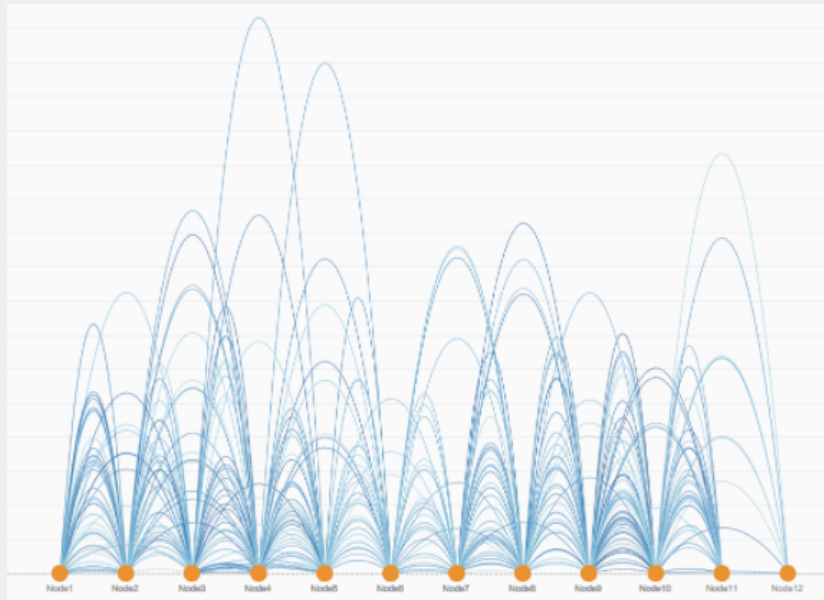
IMPLEMENTATIONS

ALTERNATIVES

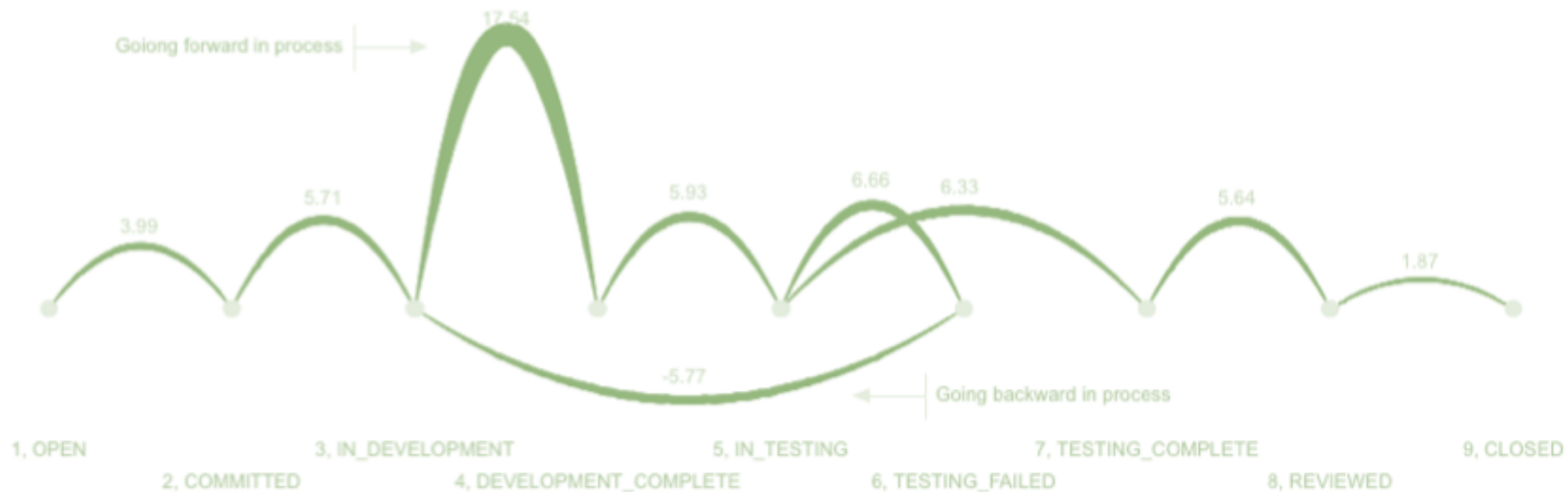
GALLERY

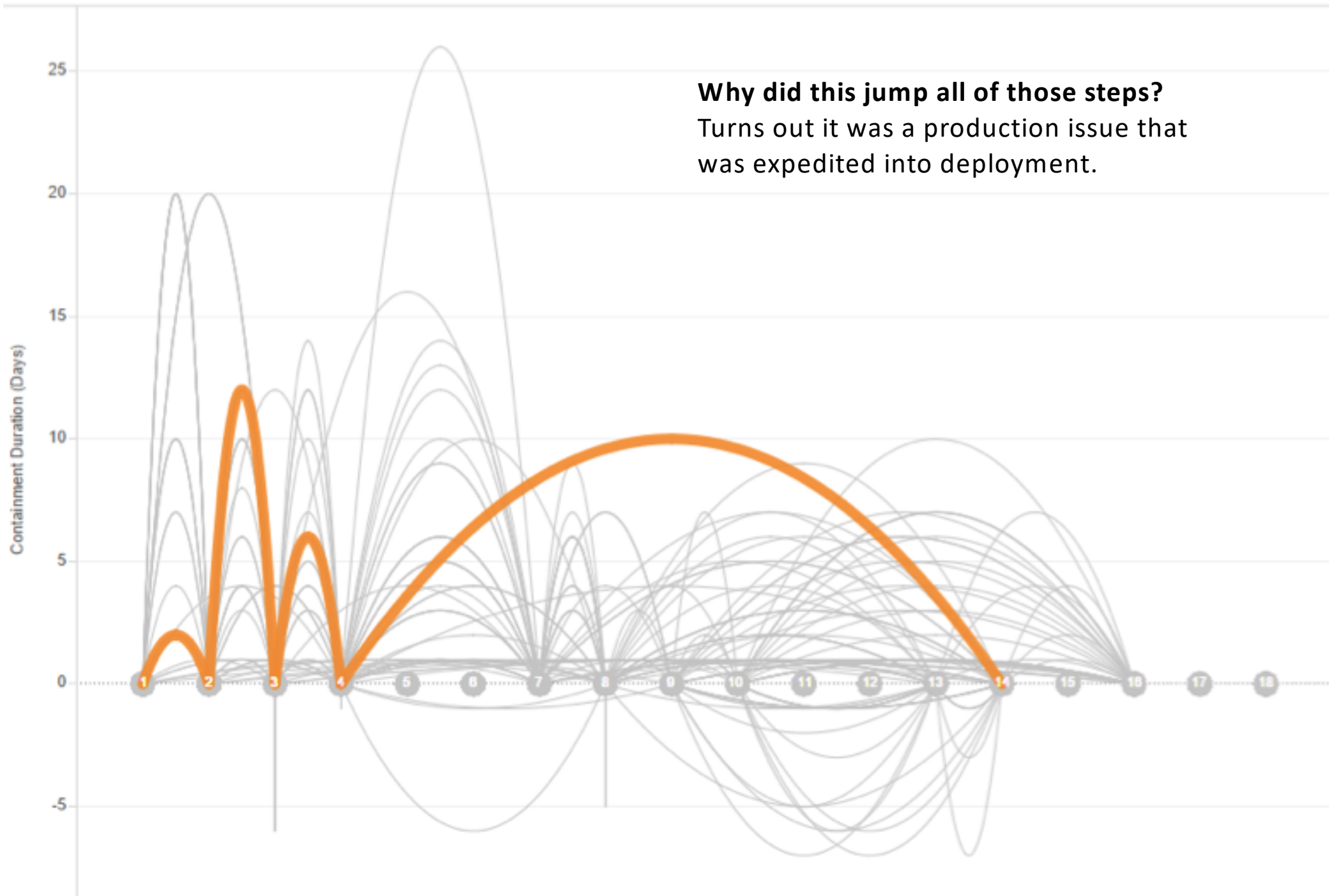
REFERENCES

ABOUT US



Median Hours Elapsed





**Why did this jump all of those steps?**

Turns out it was a production issue that was expedited into deployment.

	A	B	C	D	E	F	G	H	I	J	K
	Id	Name	Started	Design	Develop	Review	Refine	Final Review	Finished	Team	Type
	Item 1	Item 1 Description	1/1/2017	1/22/2017	1/27/2017	3/15/2017	4/1/2017	5/10/2017	5/13/2017	Team 1	Story
	Item 2	Item 2 Description	1/1/2017	1/11/2017	1/19/2017	1/28/2017	2/11/2017	3/30/2017	4/27/2017	Team 1	Defect
	Item 3	Item 3 Description	1/2/2017	2/12/2017	2/18/2017	4/6/2017	5/1/2017	6/2/2017	6/25/2017	Team 1	Story
	Item 4	Item 4 Description	1/3/2017	2/10/2017	2/22/2017	4/9/2017	4/25/2017	5/18/2017	6/27/2017	Team 1	Defect
	Item 5	Item 5 Description	1/4/2017	1/28/2017	2/11/2017	3/11/2017	4/5/2017	4/18/2017	5/17/2017	Team 2	Story
	Item 6	Item 6 Description	1/5/2017	1/21/2017	2/5/2017	2/23/2017	3/11/2017	3/21/2017	4/2/2017	Team 2	Defect
	Item 7	Item 7 Description	1/6/2017	1/26/2017	2/8/2017	2/12/2017	2/25/2017	4/2/2017	4/20/2017	Team 2	Story
	Item 8	Item 8 Description	1/7/2017	2/25/2017	2/26/2017	4/16/2017	5/1/2017	5/31/2017	6/29/2017	Team 2	Defect
0	Item 9	Item 9 Description	1/8/2017	1/11/2017	1/24/2017	2/13/2017	3/1/2017	3/29/2017	4/3/2017	Team 3	Story
1	Item 10	Item 10 Description	1/9/2017	1/24/2017	1/29/2017	3/7/2017	3/8/2017	4/2/2017	5/22/2017	Team 3	Defect
2	Item 11	Item 11 Description	1/10/2017	2/17/2017	2/18/2017	2/19/2017	3/13/2017	3/30/2017	5/11/2017	Team 3	Story
3	Item 12	Item 12 Description	1/11/2017	2/19/2017	2/21/2017	3/22/2017	4/8/2017	4/30/2017	6/8/2017	Team 3	Defect
4	Item 13	Item 13 Description	1/12/2017	2/18/2017	2/23/2017	4/6/2017	4/25/2017	5/29/2017	7/3/2017	Team 1	Story
5	Item 14	Item 14 Description	1/13/2017	2/12/2017	2/28/2017	3/13/2017	3/17/2017	4/11/2017	4/30/2017	Team 1	Defect
6	Item 15	Item 15 Description	1/14/2017	2/6/2017	2/8/2017	3/25/2017	4/15/2017	4/25/2017	5/19/2017	Team 1	Story
7	Item 16	Item 16 Description	1/15/2017	1/17/2017	1/25/2017	2/17/2017	3/5/2017	4/2/2017	4/4/2017	Team 1	Defect
8	Item 17	Item 17 Description	1/16/2017	2/28/2017	3/6/2017	3/23/2017	4/16/2017	5/28/2017	6/20/2017	Team 2	Story
9	Item 18	Item 18 Description	1/17/2017	2/22/2017	3/2/2017	4/7/2017	4/24/2017	6/12/2017	8/1/2017	Team 2	Defect
0	Item 19	Item 19 Description	1/18/2017	1/28/2017	2/5/2017	2/19/2017	2/26/2017	4/6/2017	4/9/2017	Team 2	Story
1	Item 20	Item 20 Description	1/19/2017	2/27/2017	3/12/2017	4/23/2017	5/5/2017	5/26/2017	6/17/2017	Team 2	Defect
2	Item 21	Item 21 Description	1/20/2017	3/7/2017	3/17/2017	3/29/2017	4/1/2017	5/7/2017	6/15/2017	Team 3	Story
3	Item 22	Item 22 Description	1/21/2017	2/28/2017	3/12/2017	3/28/2017	4/18/2017	5/7/2017	6/8/2017	Team 3	Defect
4	Item 23	Item 23 Description	1/22/2017	2/24/2017	2/26/2017	3/15/2017	3/28/2017	4/25/2017	6/8/2017	Team 3	Story
5	Item 24	Item 24 Description	1/23/2017	2/4/2017	2/22/2017	4/4/2017	4/25/2017	5/23/2017	6/6/2017	Team 3	Defect
6	Item 25	Item 25 Description	1/24/2017	3/1/2017	3/10/2017	3/20/2017	3/26/2017	4/10/2017	5/2/2017	Team 1	Story

Generate Jump-plot

**Note: Will only automatically open in Windows (sorry Mac users)**

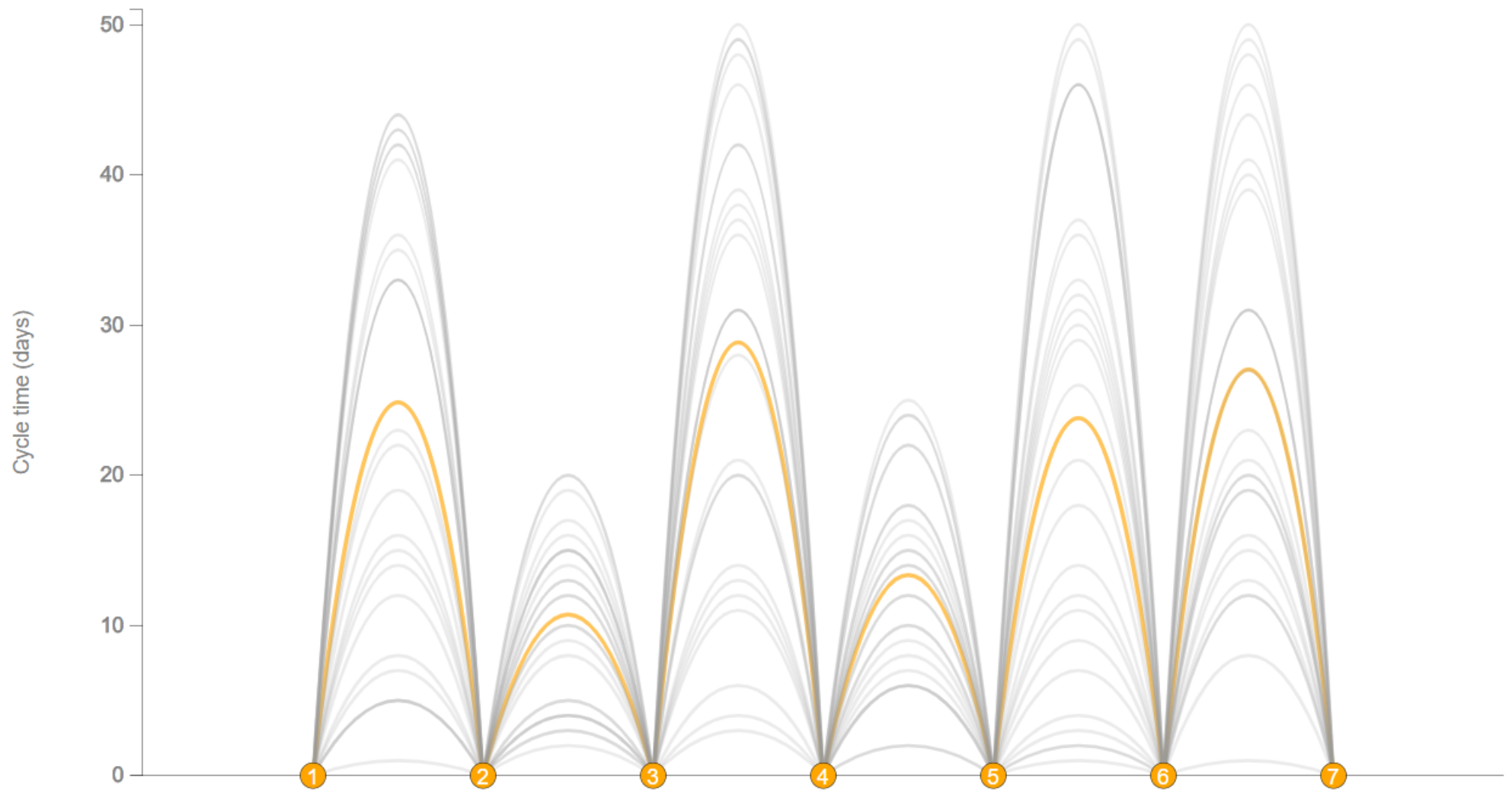
Otherwise, open manually. A file is created called jumplot.html in the same folder as this spreadsheet. Open it

**NOT WORKING?**

1. It uses one external reference library. Do you have internet access? [Use Web Reference \(suggested\)](#)
2. Uses "SVG," so it requires a modern browser. Latest Chrome, Firefox or Edge will work. Possibly Safari too.

STATE LEGEND

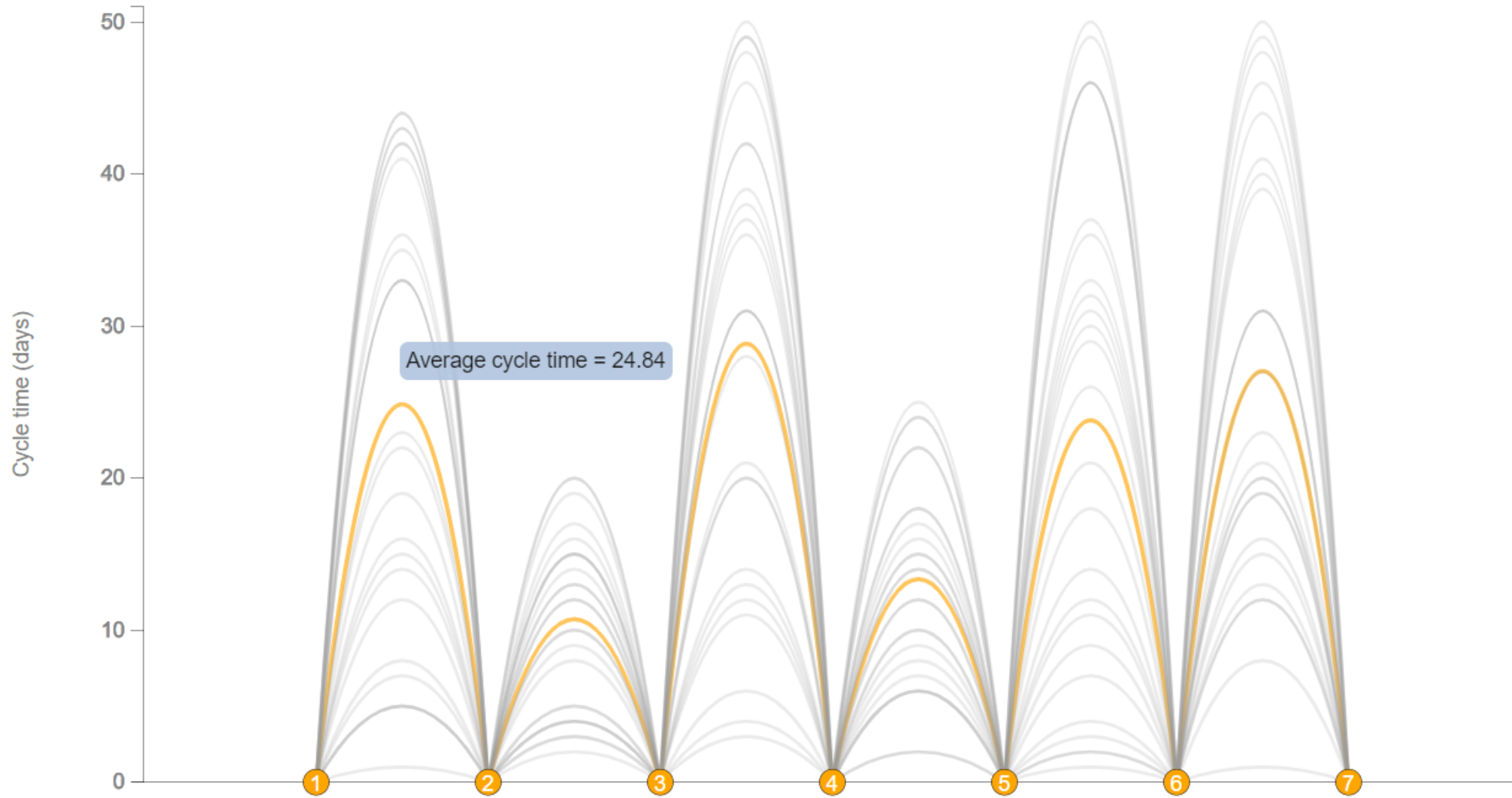
- 1 Started
- 2 Design
- 3 Develop
- 4 Review
- 5 Refine
- 6 Final Review
- 7 Finished



orange jump = Average cycle time for jump



- STATE LEGEND
- 1 Started
  - 2 Design
  - 3 Develop
  - 4 Review
  - 5 Refine
  - 6 Final Review
  - 7 Finished



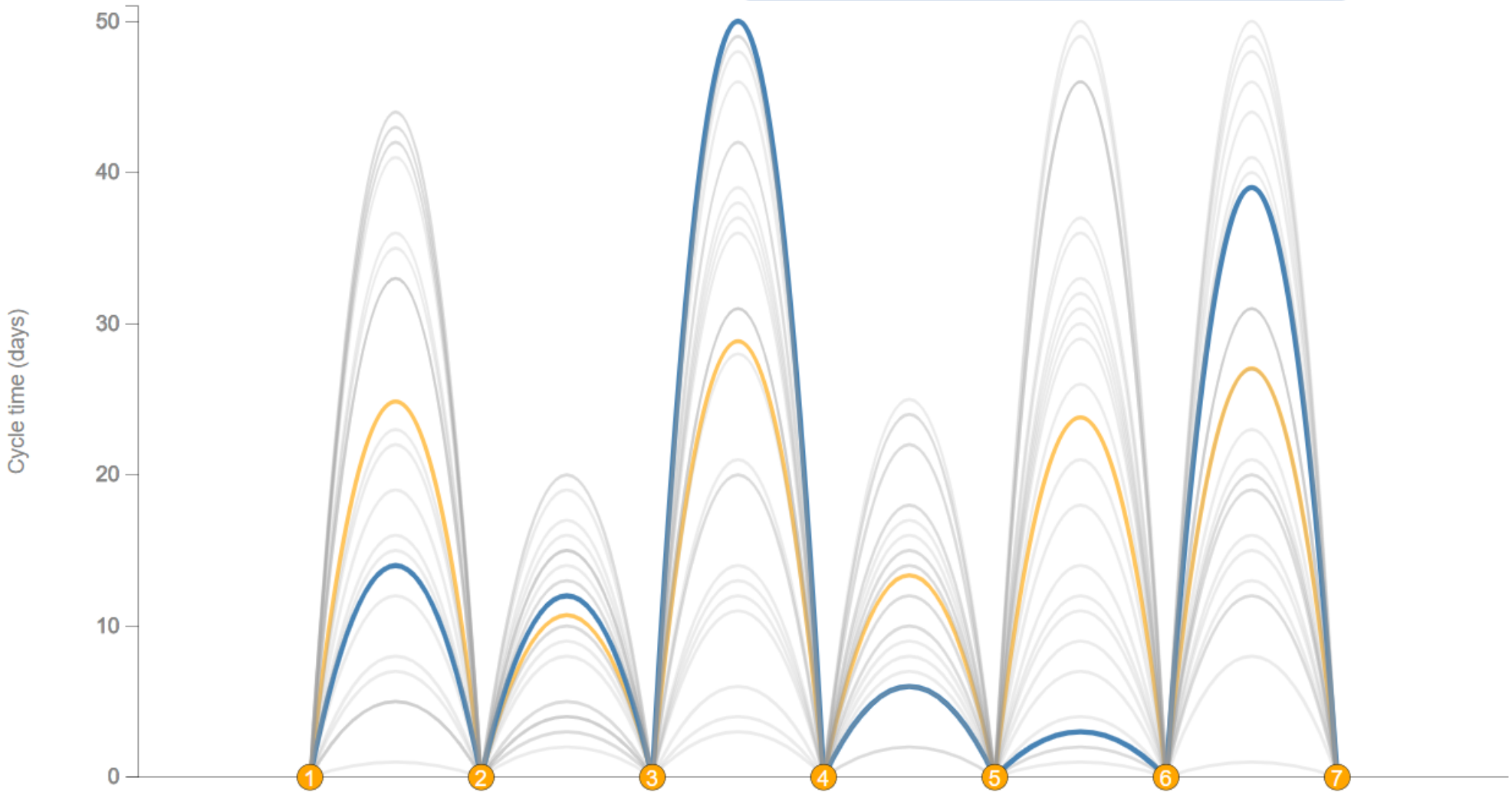
orange jump = Average cycle time for jump

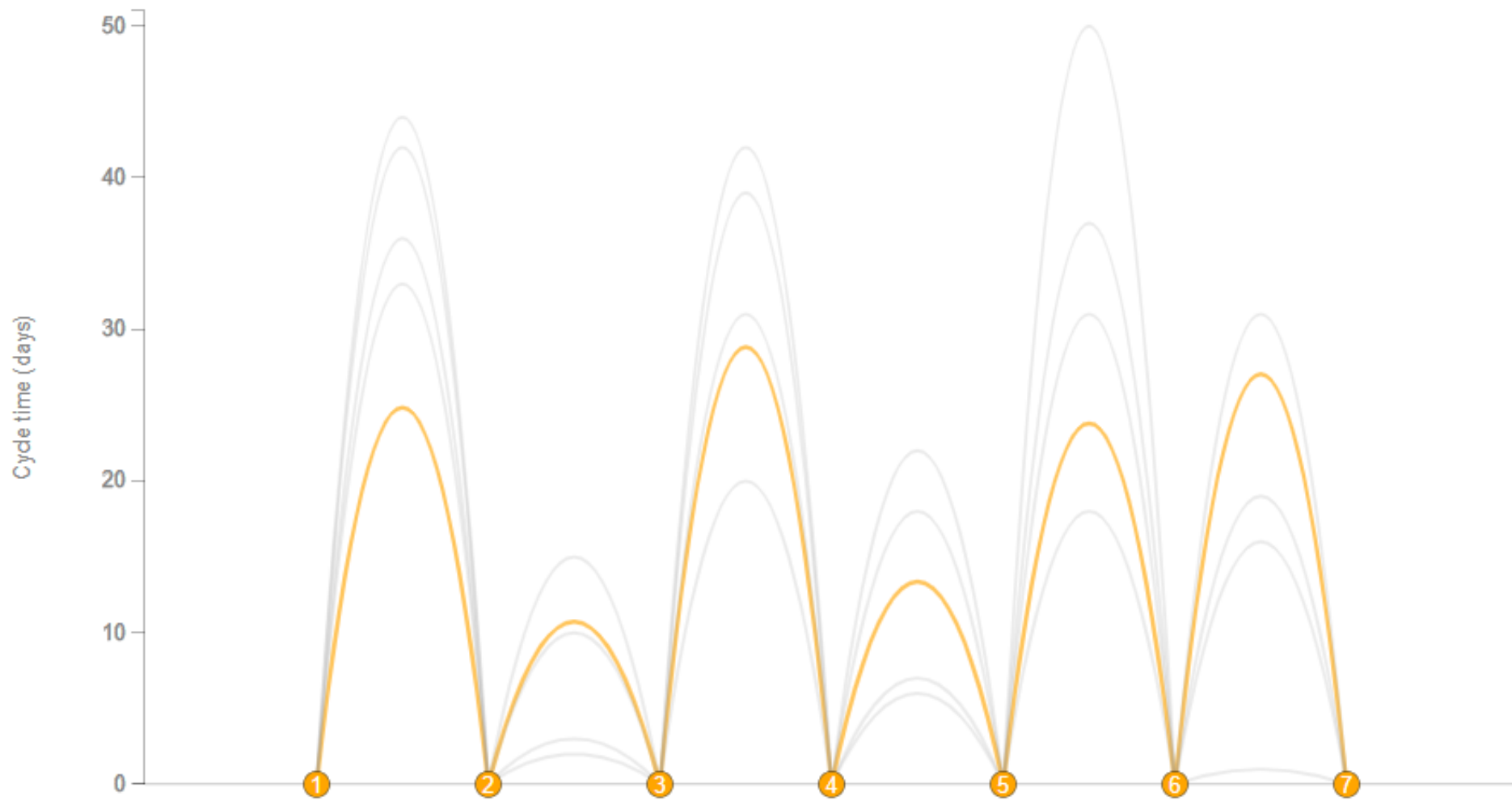


STATE LEGEND

- 1 Started
- 2 Design
- 3 Develop
- 4 Review
- 5 Refine
- 6 Final Review
- 7 Finished

50days. Item 8: Item 8 Description (team: Team 2 type: Defect)





Filter by card type:  ▼  
Filter by team:  ▼

<http://bit.ly/jump-plot>

(all lower case)

Send me feedback: [troy.Magennis@focusedobjective.com](mailto:troy.Magennis@focusedobjective.com)



Work in Progress (WIP) and Age by Day

