Product Backlog

Holds all of the potential epics, user stories, refactoring stories, enhancements, and bug fixes we *may* pursue.

Details:

* Continually maintained by the Product Owner
* High priority items estimated (story points)
* Prioritized by the Product Owner
* Lower priority items can remain as epics
* Anyone can suggest an item but the PO must approve
* Items can be added at any time
* Items usually reflect user value, not construction work
* Often maintained via a physical story map

Priority	User Story Name	Story Points
Critical	Simple Search	2 - Small
Critical	Post item up for bid	3 - Medium
Critical	Bid on an auction	8 - Extra Large
Critical	Register on site	5 - Large
High	Flag problem postings	3 - Medium
High	Contact the seller	8 - Extra Large
High	Item alerts	1 - Extra Small
High	Online help	2 - Small
Medium	Record seller feedback	3 - Medium
Medium	Review seller feedback	3 - Medium
Medium	Advanced search	5 - Large

Stories go to sprint planning based on priority and the teams average velocity (how many story points we average per sprint)

Sprint Roles

Product Owner: Defines and prioritizes the needs. Provides frequent direction and feedback.

Scrum Master: The process owner and team Agile coach. Serves the team and removes impediments.

The Team: Work together to deliver what the Product Owner needs. Cross-over into other areas to remove bottlenecks when needed.

The 3 Sprint Phases

1) Planning

The Goal: Plan the sprint in detail. Verify the work will fit within team member availability before starting (commit).

Key Steps:

* Stories go come into planning based on velocity (average story points)
* Team designs stories in detail
* Team identifies/estimates tasks in **hrs.**
* Estimates are compared to availability.
* If the work fits, the sprint begins

Outputs:

* Detailed tasks for the sprint
* An agreed upon sequence for building the stories in
* A team commitment that they are 90% sure the work fits
* Detailed acceptance criteria for each story
* Team defines what "done" will mean for the sprint

Tip: *UX can outline story screens in advance of an sprint planning session.*

2) Construction and Testing

The Goal: Deliver a working subset of code that is production ready.

Key Steps:

* Write functional tests
* Code/unit test each story
* Functionally test each story
* Customer accepts each story
* 15 minute daily status review
* Backlog grooming
* Pre-work for next sprint
* Code review

Outputs:

* Completed stories ("done")
* Complete sprint documentation
* An updated velocity

Tip: *Have Dev and QA agree on build sequence before the sprint starts.*

3) Adapting and Re-planning

The Goal: Adjust to project discoveries and determine which stories to take into the next sprint planning session

Key Steps:

* Review/update velocity
* Review changes made to backlog
* Prioritize and estimate new stories
* Assign stories to next sprint
* Demo to stakeholders
* Sprint retrospective

Outputs:

* An updated plan for the next sprint, a list of stories to take into sprint planning, a list of items to improve

Tip: *Have leads meet with the PO throughout the project to envision the next sprint.*

Return to plan next sprint