

Project Inception

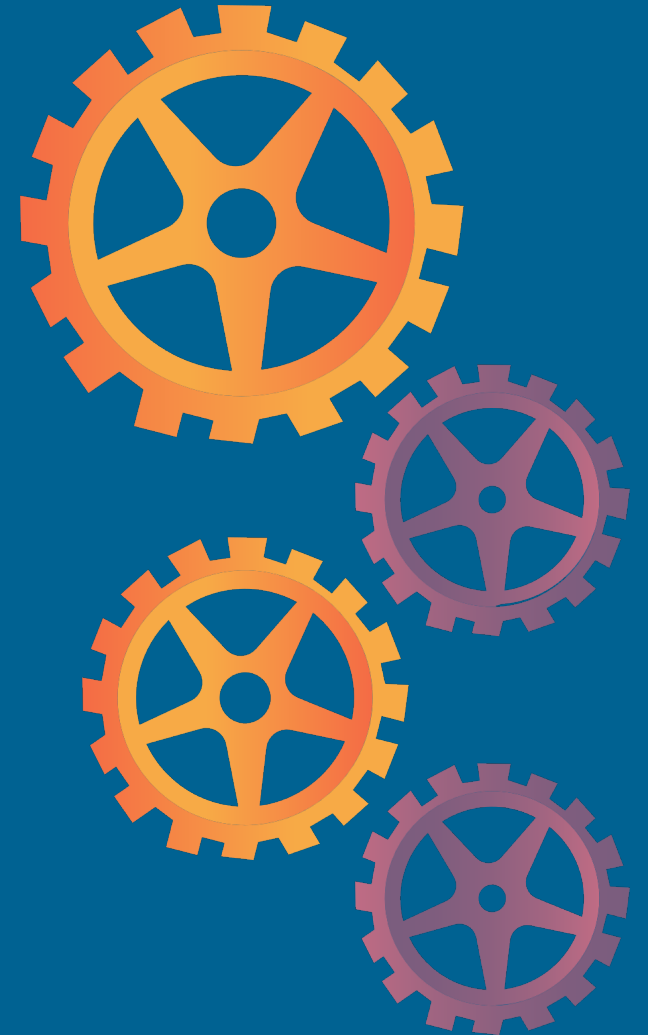
Developing the initial project product backlog

Prof. Panos Fitsilis (fitsilis@uth.gr)
University of Thessaly



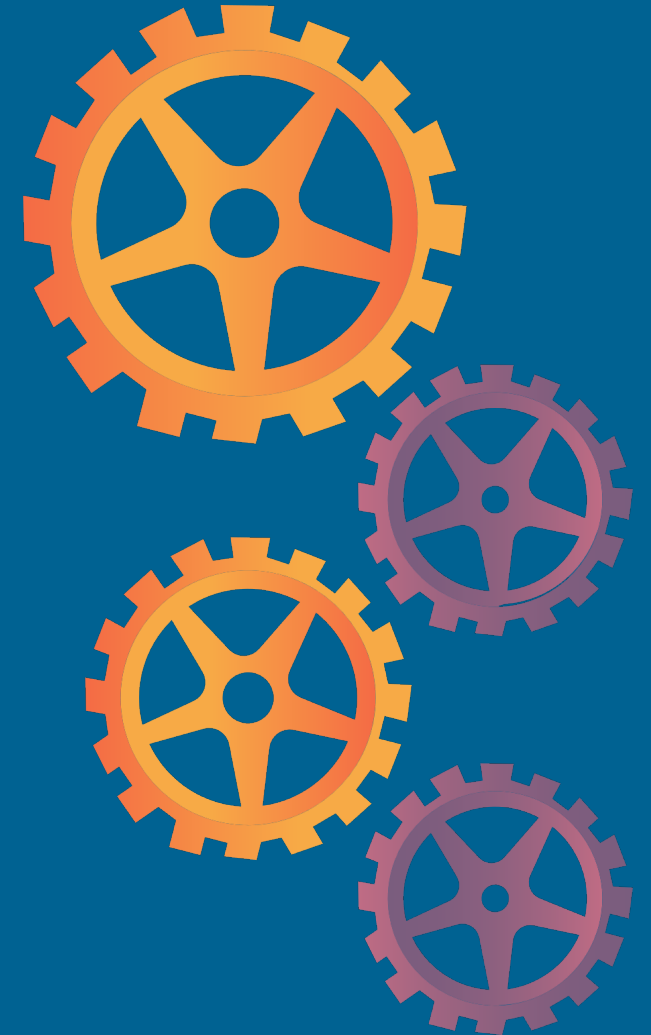
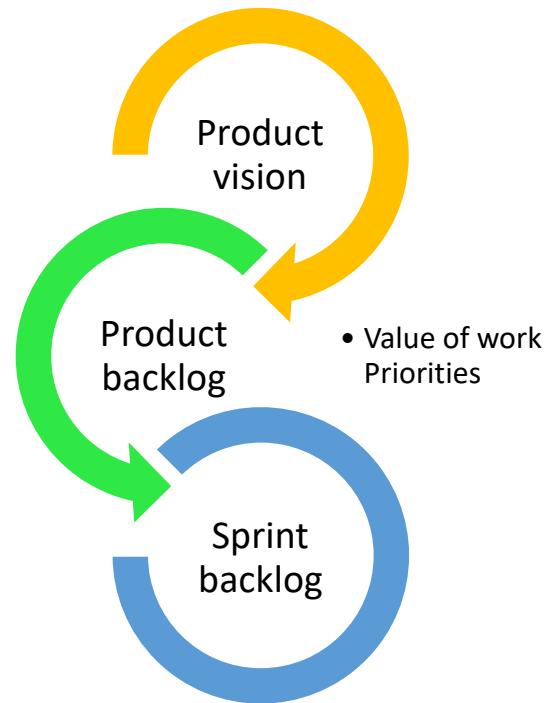
Contents

- The aim of this presentation is to introduce the concept of product backlog
- It is focusing on:
 - Defining the need for product backlog
 - Defining the user stories
 - Defining the product backlog



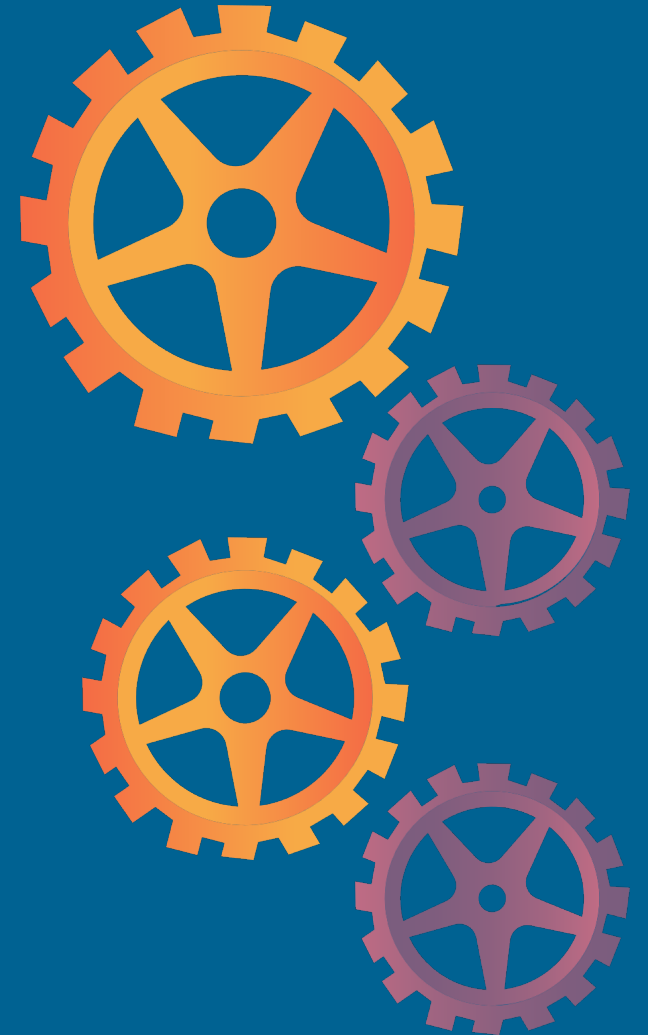
Why we need a product backlog?

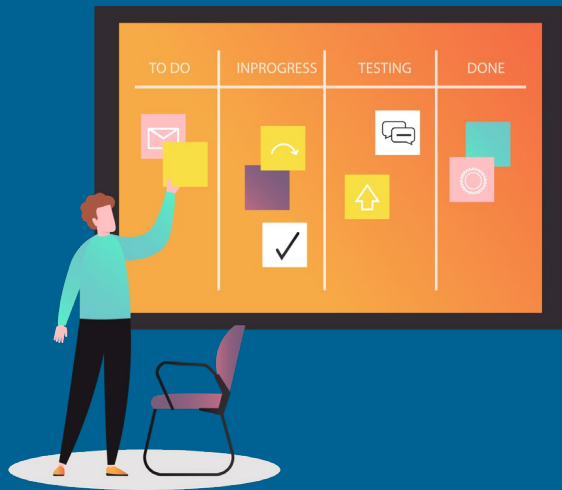
- Product backlog is a conceptual tool to transform product vision to a product
- We need a list of product features
 - What our product does
 - We need to know which features create values
 - We need to estimate the time needed
- We need a communication mechanism between stakeholders
- We need to be able to assign work to team members



What is a product backlog?

- A product backlog is
 - a prioritized list of work for the team that is derived from the vision and its requirements.
 - the most important items are shown at the top of the product backlog, so the team knows what to do first.
- The team pulls work from the product backlog as there is capacity for it, either continually (Kanban) or by iteration (scrum).





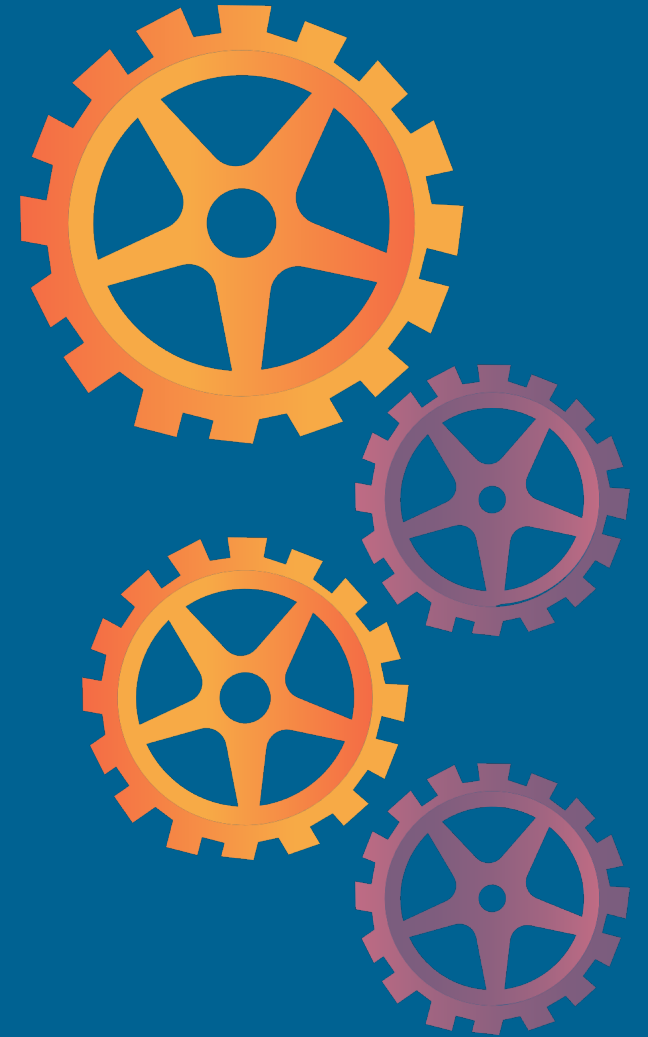
Product Backlog

- Product backlog is a list of "requirements" for a product
- Contains Product Backlog Items prioritized by the Product Owner based on
 - Business value,
 - Dependencies between features,
 - Deadline/date needed,
 - Risks
- Items added to backlog commonly written in user story format
- Product backlog is constantly
 - Refines – user stories are refined
 - Groomed – user stories are deleted (not needed any more)
 - Merged – user stories are merged
- What will be build = product backlog
 - SORTED → what is needed more

Product backlog contains user stories

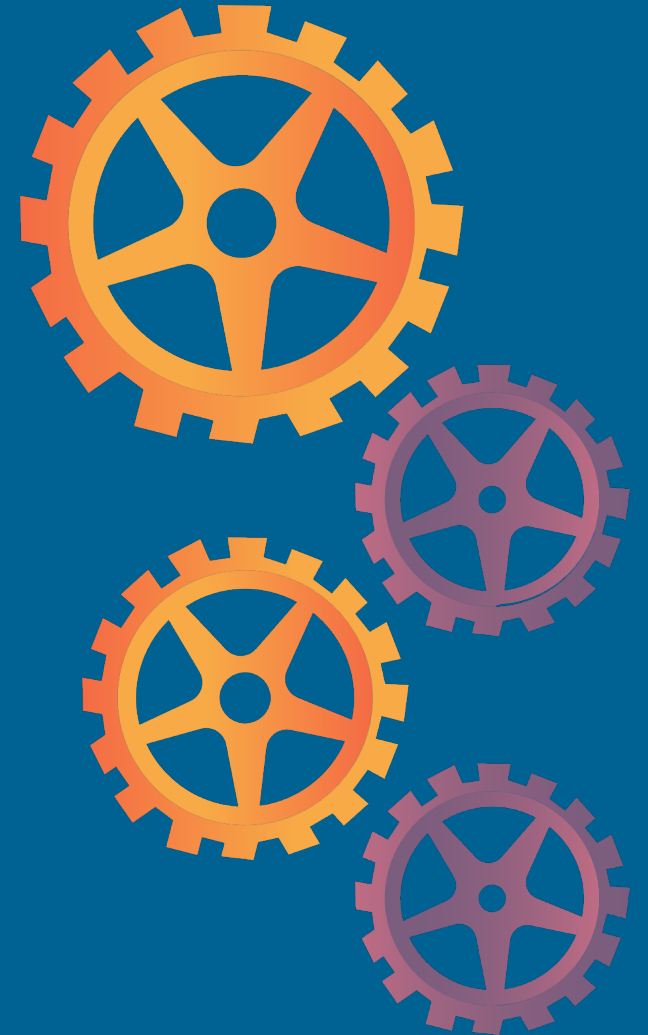
- A user story seek to combine the strengths of written and verbal communication, where possible supported by a picture
- A user story is a concise, written description of a piece of functionality that will be valuable to a user (or owner) of the software:

**As a [user role] I want to [goal]
so I can [reason]**



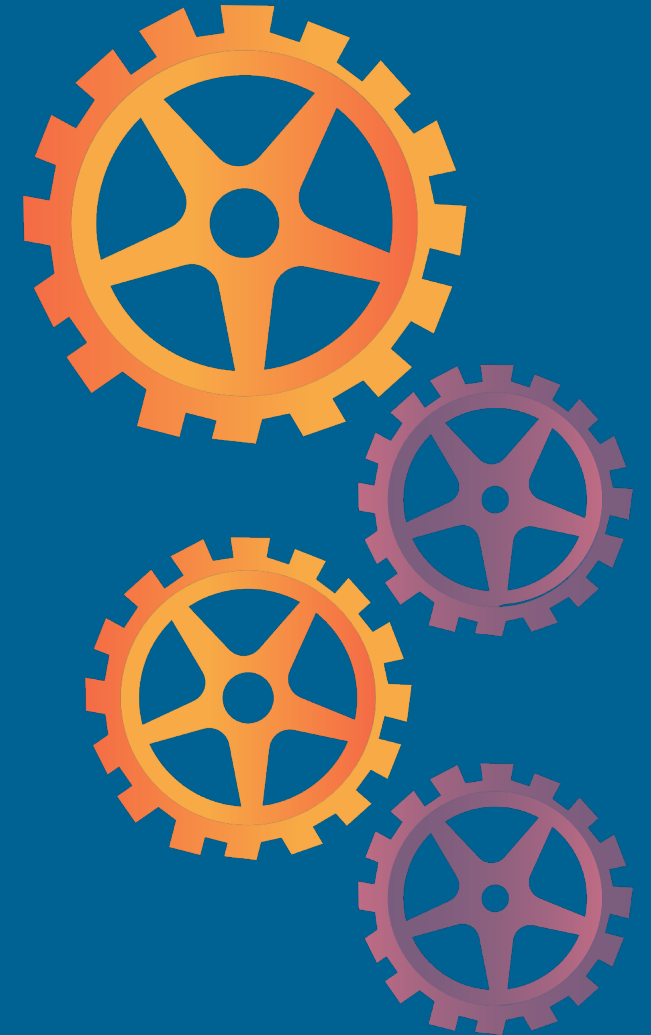
INVEST in Good User Stories

- **Independent** – User Stories should be as independent as possible.
- **Negotiable** – User Stories are not a contract. They are not detailed specifications. They are reminders of features for the team to discuss and collaborate to clarify the details near the time of development.
- **Valuable** – User Stories should be valuable to the user (or owner) of the solution. They should be written in user language. They should be features, not tasks.
- **Estimable** – User Stories need to be possible to estimate. They need to provide enough information to estimate, without being too detailed.
- **Small** – User Stories should be small. Not too small. But not too big.
- **Testable** – User Stories need to be worded in a way that is testable, i.e. not too subjective and to provide clear details of how the User Story will be tested.



Product backlog as a worksheet.

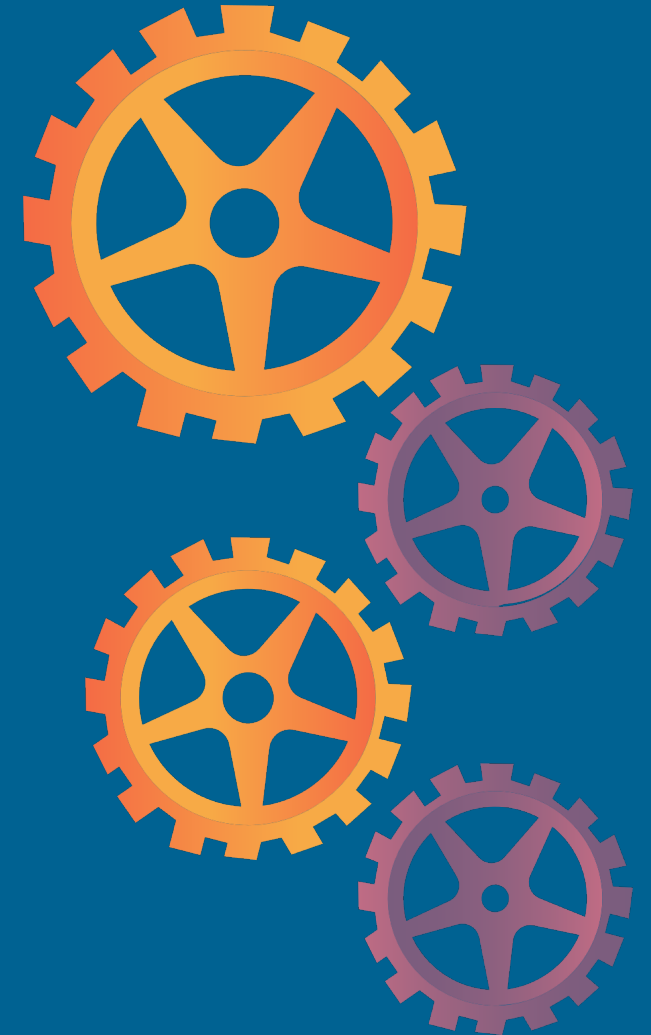
ID	User Story	Tasks	Owner	Status	Estimated effort	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
US001	As a call centre agent I need to be able to see the caller's previous tickets in their contact record.	Install standard contact record module	J Smith	Completed	16	0.5	0	0	0	0	0
		Demo standard module and identify revised configuration.	J Smith	Completed		0	8	0	0	0	0
		Complete custom configuration as agreed in the demo.	J Smith	Completed		0	0	6	2	0	0
US002	As a customer I need to be able to login to my account from any page on the website.	Install login widget on website.	F Dole	Completed	48	0	0	5	7	2	8
		Apply customer branding.	J Smith	Completed		0	0	0	0	0	0
US003	As a customer I need to be able to look up my address using my postcode.	Install contact page.	P Murphy	Completed	24	0	0	0	0	0	0
		Integrate postcode plugin to contact page.	P Murphy	Completed		0	0	0	0	0	0
		Demo plugin to customer	J Smith	Completed		0	0	0	0	0	0





Exercise #1

- Imagine that you want to build a SIMPLE product
 - e.g. a pencil, a bottle of water
- Use the “user story template” of the following page to write as many as possible user stories.
- Compare, merge, groom user stories together with other participants of the training course.
- Produce the final product backlog
- You can do this exercise using a small team of participants (e.g. 3 participants)



User story template

No	Description	Size	Priority

For Description use the template

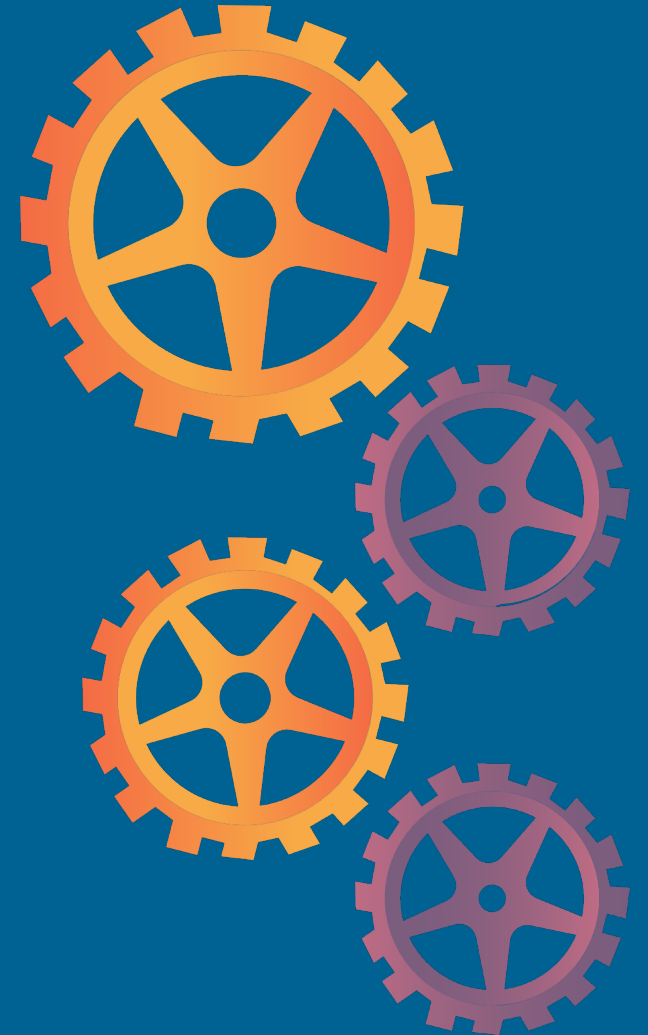
**As a [user role] I want to [goal]
so I can [reason]**

For Size use t-shirts size. Please check.

<https://www.c-sharpcorner.com/article/agile-story-point-estimation-techniques-t-shirt-sizing/>

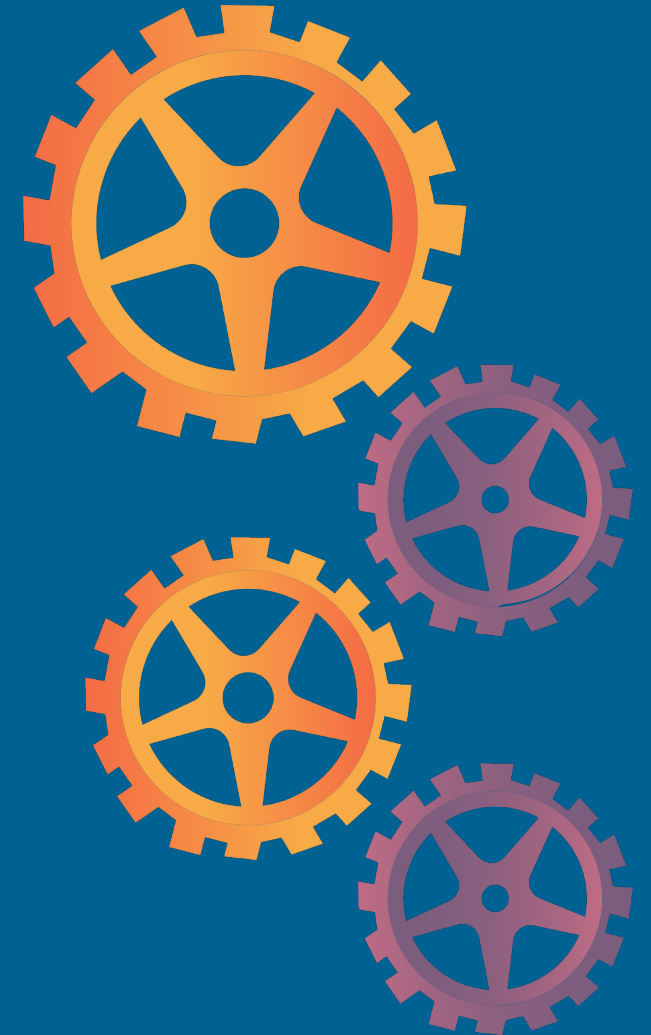
For prioritizing user stories use priority poker. Please use

<https://planningpokeronline.com/>



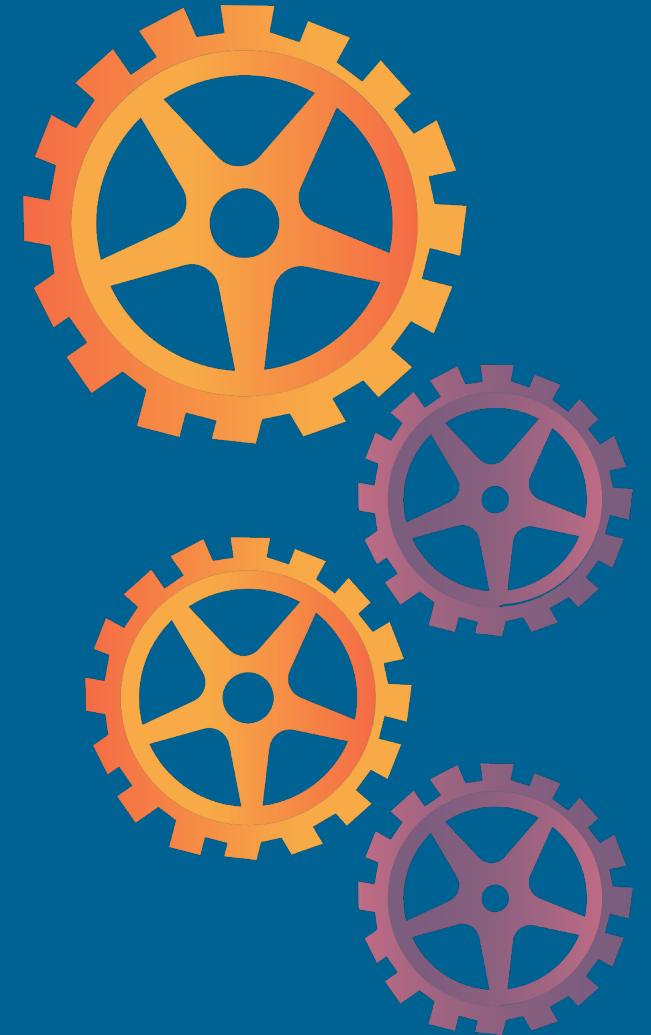
Product backlog is a list of work to do.

User Story	Status		
	Waiting	In progress	Completed
US 1			
US 2			
US 3			



References

- Patton, J., & Economy, P. (2014). *User story mapping: discover the whole story, build the right product.* " O'Reilly Media, Inc.".
- Cohn, M. (2004). *User stories applied: For agile software development.* Addison-Wesley Professional.
- User stories with examples and a template.
<https://www.atlassian.com/agile/project-management/user-stories>
- [User Stories and User Story Examples by Mike Cohn,](https://www.mountaingoatsoftware.com/agile/user-stories)
<https://www.mountaingoatsoftware.com/agile/user-stories>



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