

Advice for the next Product Owner

TLDR at the bottom

- Talk with the team (agile principle #6). Communication will allow you to understand the full breadth of what is happening at any given moment of the project.
- Energy is everything. The more “hype” you are, the more “hype” your team will be.
- Your job is going to be prioritizing and acknowledging the needs and requirements of the project (including your MVP). I personally recommend making a sprint map with vertical slices that lead to your MVP. You may find that some of the slices are not something that are easy to diagram (such as CI/CD). If you encounter that issue, I recommend adding a break in-between the two stages and add a line describing it.
- I recommend not numbering PBIs in your backlog unless you have to do so. Doing so is fine in theory, but in practice, I found it made re-prioritizing difficult. You will probably find that some sprints don’t fully get completed (or get completed too soon). When that occurs, there may need to be specific PBIs rearranged, sprints created/reorganized, and future/un-groomed PBIs rewritten. Still, keep an order to them, but numbers make them harder to re-arrange when its needed. Same applies to PBIs.
- If using Jira, I recommend having a separate document for that week’s backlog (with the previous sprint and future items). This will make presenting them during grooming much easier.
- Understand the topics of the class. This was probably the hardest part of the project for me. It is much easier to write PBIs, determine Acceptance Criteria, and give explanations and clarifications when you know what you are talking about. I spent the majority of my time each week focused on learning relevant topics so that I could write competently on them. For instance, I was struggling to write CI/CD related tasks but knew I wanted that in the project. As such, I learned and practiced CI/CD independently. This made going back and making PBIs a much simpler task.

- Talk to Kinser. He is a great source of advice. Spend at least 1 or 2 classes talking to him (and prep some questions)!
- Don't be so focused on being a Product Owner that you don't learn the other roles. I spent a good deal of time talking with the Scrum Master about his responsibilities and focuses. I spent time talking and learning from devs. You should do at least some of that while you do the project.

TLDR;

- Talk with everyone (teacher, devs, sm)
- Have energy
- Document for backlogs
- Understand topics of the class
- Make sprint map
- learn, learn, learn!