Greetings,

This document was originally written to help POs in SE I. I have since added content that is relevant to both SE I and SE II.

As you work to populate the product backlog for your team, I offer the following assistance: You own the vision for the product. If you have questions about what a story means or what the solution should do, feel free to ask me in class or email me. I'm here to help you.

Since you are not in a business scenario, the business value you should use to prioritize is one of learning. Which stories will help the team learn the SE topics the most. Remember the topics are Problem Solving, Source Control (feature branching, versioning, merging, etc), Project Management (planning, scheduling estimation, risk management, change management, defect tracking), SDLC (requirements, design, implementation, test, release, maintenance, upgrade/update), Agile (12 principles), and Scrum. Teamwork, collaboration, brainstorming, and engineering excellence are all inherent in the above topics.

If you can, make it fun. Learning comes first. Fun is an optional non-functional requirement. You can have goals for any sprint be something like, "Gain a better understanding of how to release to the Amazon Cloud" with an acceptance criterion of "Document in writing and/or video sources to help explain how to deploy to the Amazon Cloud and prototype a release". You could also have a sprint goal that is more feature driven, "Add admin ability to vary how hunt tasks are presented to players" with an acceptance criteria of "Each player in the same hunt has potential to see the hunt tasks in a different order, but all players see the some complete list of hunt tasks." or "The admin can define tasks as a question/answer, multiple choice, single selection, or matching. " In either case, select previously groomed stories that support the goals and the ability to achieve the acceptance criteria.

Your goals can be defined in advance and used to prioritize the product backlog so that they are groomed in the order you want to apply the goals in future sprints.
If you notice that the team is finishing early, look for simple stories or defects or research items they could pull into the sprint.

If you notice that the team is not going to finish everything they signed up for in sprint planning, help them identify which items are optional or low priority before they get to the sprint review.

You can change or replace any of the user stories you like but please stay true to the overall vision of the product (e.g., you can remove QR Codes entirely, but it still needs to be a scavenger hunt for ETSU students). You can break stories down into very small vertical slices without the team's involvement so that you bring stories into the grooming session that are much more likely to be sprintable. Teams respond better to being able to complete multiple stories in a single sprint. It's a psychological thing (part of project management).

You aren't grouping the stories into sprints specifically. It's not like a project manager job where you assign things to an iteration. Instead, you are creating a plan of action, order of attack. You go through the backlog and you put the highest priority items at the top. They don't have to be exactly in priority order (just all the high priority have to be above the medium priority which are above the low priority).

The highest priority items need to be detailed out by you and the team during backlog grooming sessions. If you have too many high priority stories, it will be hard to focus. If you have too few they won't have enough work for the next 2 sprints. It's a bit of a guessing game but time will align things.

PLEASE NOTE: that the team will most likely identify some research stories they need to add to the product backlog as well because there are foundational activities that need to take place and the effort for these needs to be accounted for in the velocity.

For example: They might identify the following items
> Define how they plan to demonstration the acceptance criteria have been met for the Sprint Review
> Define the steps needed to deploy the server application and web pages and persistent store (if any) to the target VM
> Define the verification steps needed to ensure the deployment was successful

Define the verification steps to needed to ensure the application is running properly

Define scripts to populate the database in production (this can also be used by each developer to populate their local environments during development)

Define scripts to export database contents so it can be pulled back into a test environment for debug purposes

As the PO, you need to open to these needs and work with the team to understand the priority of these. **If all they do is foundational stuff there will be no features to release at the end of the sprint. If they don't do enough then you can't release the features.**

As the PO, you can manage expectations. Do not bully your team. Do not let your team bully you. Every sprint needs to have some functional improvement and some process improvement.

https://www.youtube.com/watch?v=502ILHjX9EE A video an SE II student found that has been popular

https://medium.com/agileinsider/top-13-tips-to-become-a-great-product-owner-bb366c678a84 (article that also references the above video)

From Tanner Collins SE II spring 2023
If you could offer advice to a new PO in SE 1, what would it be?

My best advice is from the start determine your method of organization and documentation both for yourself and what you will share with the development team and stick with that. It helps facilitate consistency and Understandability.

o If you could offer advice to a new PO in SE 2, what would it be?

My best advice is to learn from mistakes from SE 1. The SE 1 project is short, and you do not have much time to apply all the concepts and ensure understanding. As SE 2 begins, take time to focus and absorb any information that was confusing or brushed past and apply techniques to avoid similar mistakes happening the second time around.

From Victoria Dixon SE II Spring 2023
If you could offer advice to a new PO in SE 1, what would it be?

I would advise POs to keep up with sprint grooming and preparing stories ahead of time. It is good to anticipate which stories may be more difficult and take longer. I would also advise them to have good communication with everyone on the team.

o If you could offer advice to a new PO in SE 2, what would it be?

I would advise POs in SEII to focus more on how they can be more Agile. I think in SEI, it was just a new concept completely so taking a role where you are not developing would already be a huge shift to get a hang of

From Brendan Jones SE II Spring 2023

If I could give Pos in SE I any advice, I would say they should do thorough research into what the responsibilities of the position are at the beginning of the project, as soon as they know they are going to be the PO, possibly beforehand. I would probably give the same advice to a PO in SE II, since the Pos in SE II were not Pos or Scrum Masters in SE I.

From Janine Day SE II Spring 2023

What advice would you give a new PO in SE I?
• Take your time researching the responsibilities of a PO
• Go through the suggested user stories, but feel free to break them down as needed, or writing a completely new one
• See how the dev team handles the workload given per sprint. Ideally start small and slowly ramp up work
given as dev team get more productive.

What advice would you give a new PO in SE II?
• Same as above
• Don't wait on getting backlog organized. Take ideas from team meetings and create requirement s to
fulfill them
• Then, organize the requirements into themes and epics
• From there, look for gaps in the requirements and fill them. This was something I should've worked on
more
• Don't be afraid to ask questions, also something I need to work on

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