Definition of Ready Exercise

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Definition of Ready

Exercise Instructions:

1: reveiw list - create new - discard some
2: select from the list of example items and place on your team's Definition of Ready
3: sort list of items into Now, Next, & Later to denote the growth of the definition of Ready

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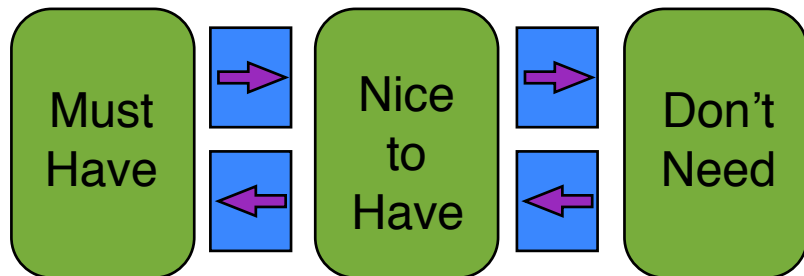
A Game in 3 rounds:
Setup: layout all cards on table; 3 charts
Must Have, Nice to Have, Don't Need

1. Take turns, select a card place it on the board
2. Select a card you desire to move; place card in-between with direction ->
3. Touch your card, tell us WHY you wish to move it. Now Discuss! Repeat.

Game board layout

| Must Have | → ← | Nice to Have | → ← | Don't Need |

The team has influence on delivery order of stories.

An example: story dependencies are reflected in the visible backlog order.

The Backlog is visible to the team.

It's obvious which stories are top priority.

A sprint story candidate has high priority in the backlog

Acceptance criteria are established for the story	The story has clear business value
The story is understood by all (developers & testers, business analysis, etc.)	**The story is testable within the sprint**

The story is completable in one sprint

The story is written in classic format:

As a *<some class of user or persona>*
I want *<some enhancement or feature>*
so that *<some form of business value>*.

The story is completable
(Definition of Done)
in approx. **1/3**
of a sprint.

New features are assessed for architectural affect & documents are evolved

The story has been estimated by the team

Story is estimable by the team
(and will be re-estimated in planning)

The story is Traceable
back to a Feature, Epic, or Theme

A way to demo the story is understood
(or is conceivable)

The story has been sliced to provide business value
(not split along arch. layers)

The story can be done in _____ days or less
(fill in the blank)

The story is as small as practical
(We believe in delivering the smallest possible value; then iterating based upon customer feedback toward full feature)

The story is potentially deployable when done

Environmental affects have been assessed

ALL Requirements are known and documented for story

(create your own definition)

Automated Acceptance Test for defect stories are written

Detailed Architectural Design Complete	Conversations with the customer have occurred about the story.
A cost/benefit analysis for doing story is complete	Test case (approach) is understood for the story.

The story **does NOT** include known impediments

There is a known solution to the problem the story presents

The story has a unique identifier
(a story #, ID, or nickname)

(create your own definition)

(create your own definition)