Agile Product Owner Role Foundations

⚠ Product owner creates, communicates, and keeps the product vision in front of the team

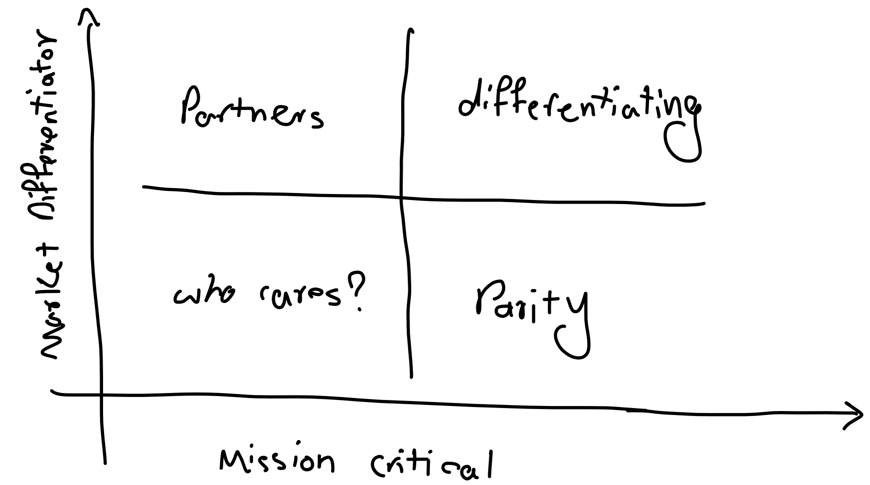
⚠ How to get around the team to the vision

- vision statement
    - users and customers
    - key features
    - business goals aligned
    - Users : why do they use it?
    - Customers : How are they impacted?
- vision or product box
    - small groups create and share a visual of the product vision
- Value sliders
    - team identifies what is valued

⚠ Product roadmap

- plans & prioritizes steps for delivering the product

⚠ purpose Alignment Model



⚠ Release Planning inputs

- product vision & strategy
- roadmap
- epics and userstories

⚠ Backlog refinement meeting

- occurs every 1-2 weeks
- helps plan for sprint
- tips
  - make sure participants are engaged
  - prepare current backlog & user stories

⚠ User stories should be from user's point of view

⚠ Persona is a character that represents a user as a relatable person

⚠ Primary Persona

- product satisfies all their needs and goals

⚠ Secondary Persona

- product satisfies most of their needs and goals with minor adjustments

⚠ tertiary Persona

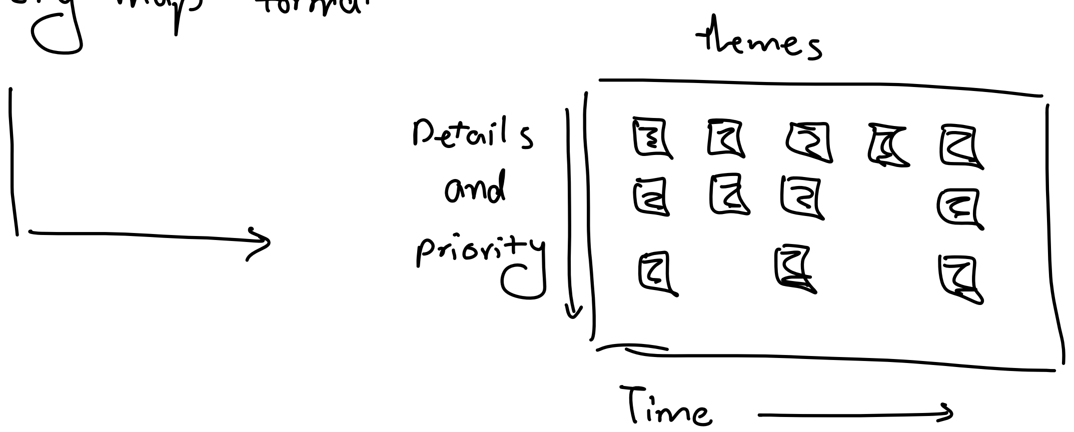
- supplementary user, not the focus of product

⚠ typical user story has who, what, and why

⚠ User stories should be INVEST

- independable
- negotiable
- valuable
- estimable
- small
- testable

⚠ user story map format



⚠ story slicing

- splitting user stories into smaller pieces of value
- strategies
  - user role or persona
  - business rules
  - Scenarios
  - process or workflow steps
  - data entered by user

⚠ acceptance criteria

- definition of success from a user perspective
- is not a task or technical solutions

⚠ User Story workshop steps

- brainstorm stories for the most important roadmap and persona features
- write one story per card, indivisually, for all the features
- create a story map with user stories
- determine MVP and acceptance criteria

⚠ Backlog Inputs

- product vision
- roadmap
- release plan

⚠ Prioritization techniques

- forced ranking
- grouping / categories → High / Medium / Low or MOSCOW
- voting
- buy a feature

⚠ Consider using personas for forced ranking technique

⚠ Definition of Ready

- How team members decides if they are ready to move forward on an item
- benefits
  - Sets consistent team expectations
  - reduces spin on requirement
  - keeps team accountable

⚠ Definition of Done

- How a team measures if a user story or backlog item is complete
- helps the team estimate during sprint planning

⚠ Technical Debt

- taking shortcuts that can impact future sprints
- How To minimize that
  - have a strong product vision and roadmap the team understands
  - create a meaningful definition of done

⚠ Dealing with Technical Debt

↳ identify important functions and estimate enough time to build quality features

↳ allocate points toward a technical backlog for each sprint to deal with issues

⚠ Agile ceremonies don't replace the importance of daily dialogue between team members

⚠ Estimates are based on team's velocity

⚠ Planning Poker

↳ indivisual team members estimate story sizes and then share their estimates with group

⚠ output of sprint planning meeting is sprint backlog & $\underbrace{\text{sprint goal}}$

↳ what the team wants to achieve during the sprint

⚠ Product owner must attend daily meetings

⚠ barriers and progress issues are <u>identified</u> in daily standups not <u>resolved</u>

⚠ sprint veriew

↳ product owner and the team receive feedback about their work

⚠ sprint retrospective

↳ Meeting for the team to reflect and improve

↳ must have actionable items for next sprint