

CSSE3012

The Software Process

Prioritisation



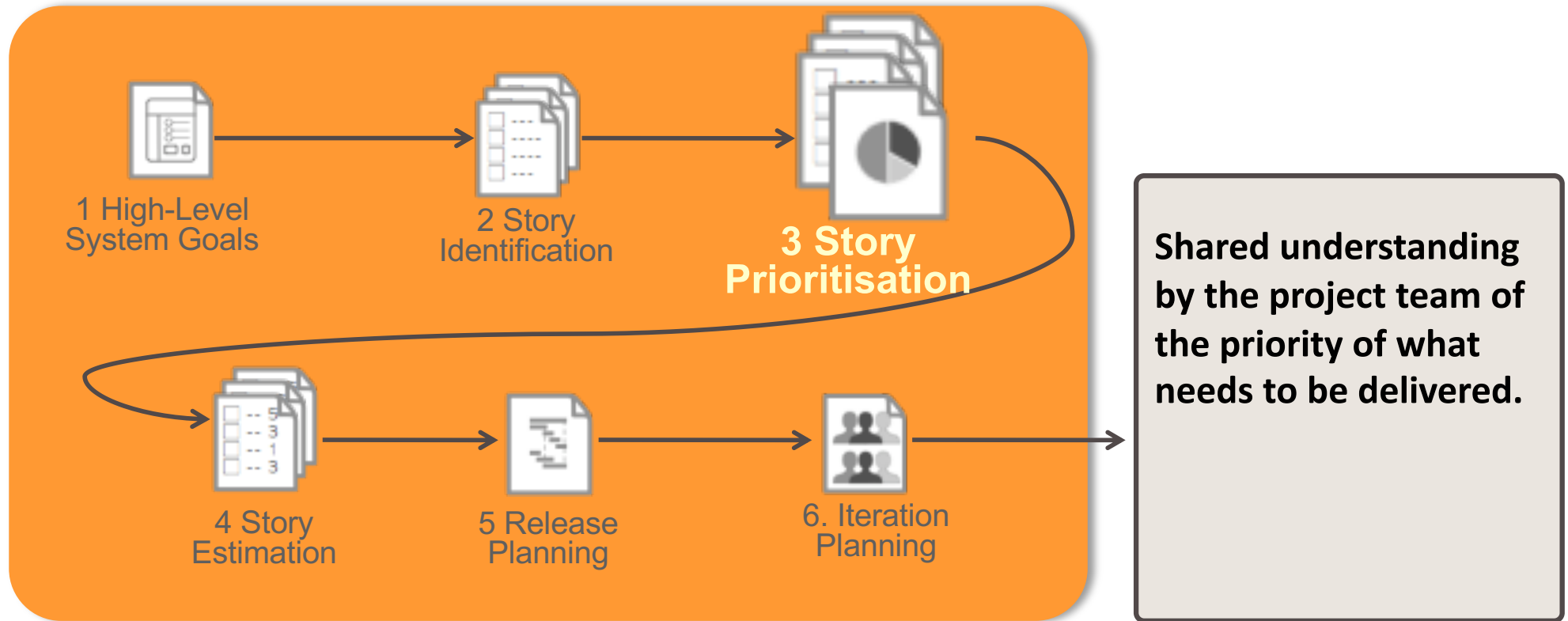
First Things First



- Rank high value functionality so it is delivered first
- Create shared understanding of how functionality (e.g. user stories) contribute to business objectives
- Leads to estimation and release planning

Story Prioritisation

GOAL: Rank stories so high value stories are delivered first.



Prioritisation Activities

- Driven by customer representatives
 - may require a team facilitator
 - may require a few iterations
 - combat all requirements being “high” priority
 - by far the biggest danger
- Verify results against agreed success criteria
 - project charter
 - system vision
 - business model canvas
 - value proposition

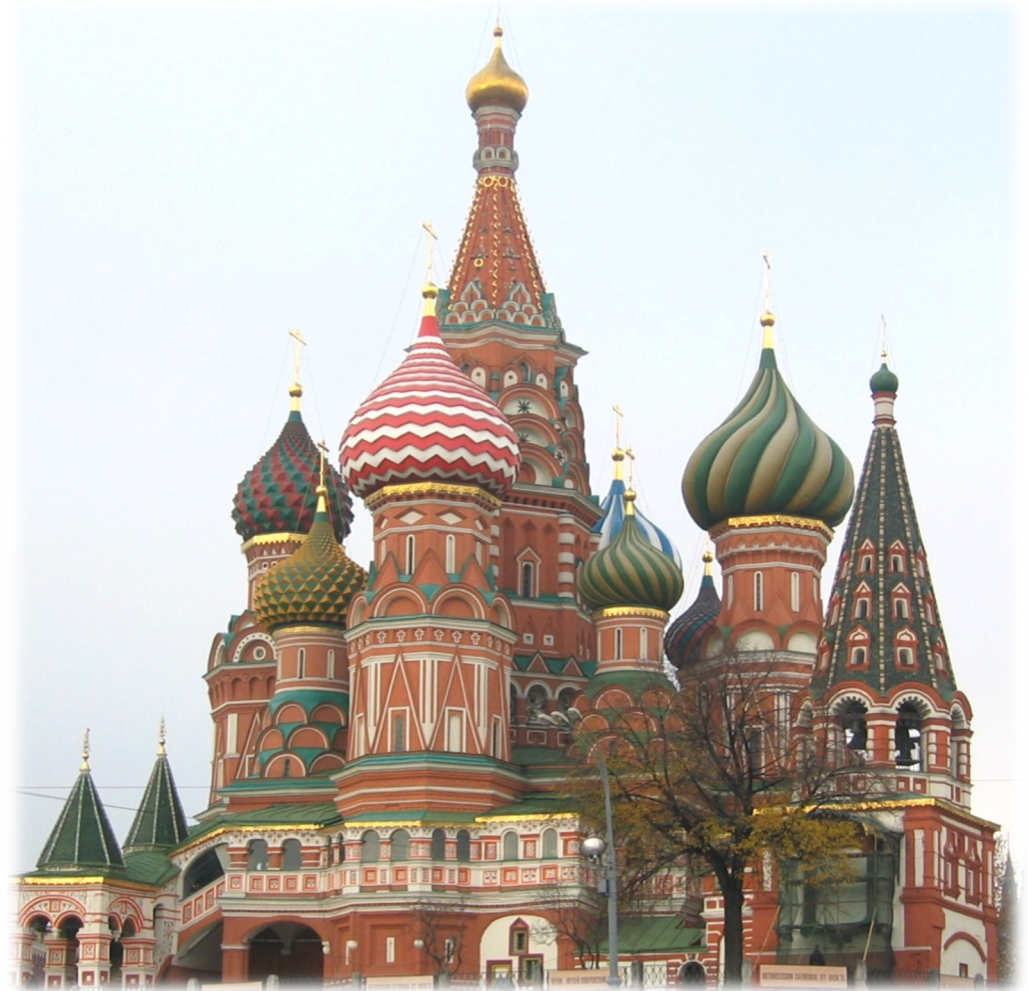


Get Your Priorities Right!

- Make the business benefit explicit
 - maximise ROI
- Develop a common understanding of essentials
- Eliminate wasted effort on non-essentials
- Provide qualitative and quantitative measures for project success
- Start to see the size and shape of releases
 - leads to iteration planning

Setting Priorities

- MoSCoW
 - Must have
 - Should have
 - Could have
 - Won't have
- Others
 - High / Medium / Low
 - Ranking (1..n)



Prioritisation Process

- Conducted in a workshop
 - customer representatives
 - developers
- Take a story card and determine its priority
 - write priority level on card
- Group cards on table / wall
 - by theme/feature & priority
- Review
 - and revise



Prioritisation Factors

- Importance of user role
 - broad base of key users
 - small group of important stakeholders
- Desirability of story to users
- Cohesiveness of functionality
 - does story relate to other high priority stories
- Dependencies between stories
- Risk involved in implementing story
 - developer perspective



Prioritisation Strategies

- Performed by the development team
 - customer *decides* on priorities
 - developers provide input
- Deliver important business value early
 - don't ignore risk and infrastructure
- Focus on the **M**ust **H**aves vs. the rest
- Split stories with mixed priorities
 - may be higher and lower priority parts to a story

Making Decisions

- Stories really do differ in importance
- Don't stick them all in Must Have
- Use *Won't Have* to limit consideration
 - lots of stories in a short time?
 - what doesn't need to be done in the next 3 months
 - quick filter
- What other information might influence priorities?



Summing Up ...

- Setting priorities develops a common understanding of the essential functionality
- Eliminates wasted effort on non-essential stories
- Points to a qualitative measure of the project
 - How important is it?
 - which leads to
 - How much does it cost?
 - and then
 - When can we do it?