Week 4 Tutorial

Goals

1. Review user stories.
2. Prioritise user stories
3. Estimate size of user stories.

Assumptions

1. You have attended the week 4 lecture.
2. You have completed an initial set of user stories for the system.

Activities

Activity 1 (10 min.)	Layout your stories to create a story "wall". (This may be stories blu-tacked to a wall, laid out on a table, or in a structured format in an online tool like Trello.) Group related stories together so that it is easy to see major features of the system. If you think any of your stories are epics, highlight them in some way so that they are easy to see. During the first half of this tutorial, your tutor will visit each team to see what progress you have made on identifying user stories. They will review a few user stories to provide some feedback on their quality, in terms of INVEST and the user stories project marking criteria.
Activity 2 (15 min.)	As a team, step back and review the stories that you have identified. Nominate one team member to be the story reader. They should provide a 15-30 second overview of one feature represented by a group of stories, and then read out each story within that feature. Stop and critique the group of stories. Do they describe the breadth of what you want to deliver for that feature? Is any functionality missing? Are some stories too similar to each other?
Activity 3 (30 min.)	Conduct a user story prioritisation workshop with all team members. Use MoSCoW as your prioritisation scheme. (Nominate a team member to be the facilitator.) 1. Create columns for Must Have, Should Have, Could Have and Won't Have. 2. Select one group of related stories. The facilitator should read out one story and the other team members should quickly debate its priority. Once a priority has been determined the facilitator should place it in the appropriate column. (Use rows in the column to identify the group of related stories that make up a feature.) 3. Repeat step 2 for at least one more group of related stories. 4. The facilitator should work through each user story in the Must Have column, confirming with the team if the story really is as important as all the other stories in the column. If it is not as important it should be moved to the Should Have column. 5. Once the Must Have column has been processed, and there is general agreement that all the remaining user stories in that column are must have's, review the stories in the Should Have column, followed by the Could Have column.
5 min.	**Break**

Activity 4 (50 min.)	As a team conduct a planning poker session for the user stories in the Must Have column. Estimates should be for how long you think it would take to deliver the story, from the stage the project is at currently. (i.e. All that is completed is writing stories, prioritising them and estimating them.) This includes designing, implementing, unit testing, system testing, release testing and deployment of the story. Deployment means the story is integrated into the system's software, and is available in an alpha testing environment for user acceptance testing.
	Create planning poker cards by cutting an A4 sheet of paper into 6 pieces and writing the numbers: 1, 2, 4, 8, 16, 32 on the pieces and using these as your cards.
	Follow the following process to conduct your planning poker session:
	1. Develop a technology grid for your system. Identify what technologies you think would be used to implement the system.
	2. Map all the must have user stories on to the technology grid. (i.e. Decide which technologies each story would need to use to be implemented.)
	3. Use planning poker to estimate the size, in story points, of each story you are considering. Do not do more than 3 rounds of planning poker for any story. If you have not reached consensus after 3 rounds use an alternative approach to estimate its size.
	4. Create a tally board, either physically in your tutorial room or online. After each story is estimated add it to your tally board.
	5. After estimating all the must have stories, review the tally board to check if all stories within a column seem to be of similar size. Also check to see if stories in adjacent columns seem to be double/half the size of stories in the other column. Re-estimate, or move stories between columns, if necessary.

Required Outcome

Teams should have a better understanding of how the stories model the system and priorities that allow clustering of stories to form deliverable sets of functionality, which will provide value to the client early. Teams should also have initial coarse estimates for the must have stories.

Further Work

Revise your user stories based on the review you did in this tutorial and feedback from your tutor. Estimate the rest of the should have and could have user stories using planning poker.

You will need to bring a complete set of prioritised and estimated stories to the week 5 tutorial for release planning.