Prototyping and prioritization

The journey to a new feature

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What work does adding this new feature imply?

How much do we want to build?

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The smallest amount that gets us signal?

How do we choose what to build?

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- Three good first things to build
- Three bad first things to build

Exercise: Dronuts

Exercise: what do the “good things” have in common?

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Examples from last year

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Lower your cost of change

- If you can easily change, you don’t have to get it right the first time.
- Small modifications are easier than 100% correct guesses on the first attempt.
- Even if you are correct, the world around you might change

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Don’t worry about tomorrow

- It’s not a problem till it is a problem
- Don’t waste time on problems you don’t have
- Worry about getting today right, worry about tomorrow tomorrow
- Don’t worry about scale before you have users

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Half, not Half-baked

- Only build what is essential
- Start with half the features you think you need
- What you do implement, implement well

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Design your interface first

- This is how users will interface with your application
- All features in the back-end should support the interface somehow
- As soon as you have your interface you can start “hallway usability testing”

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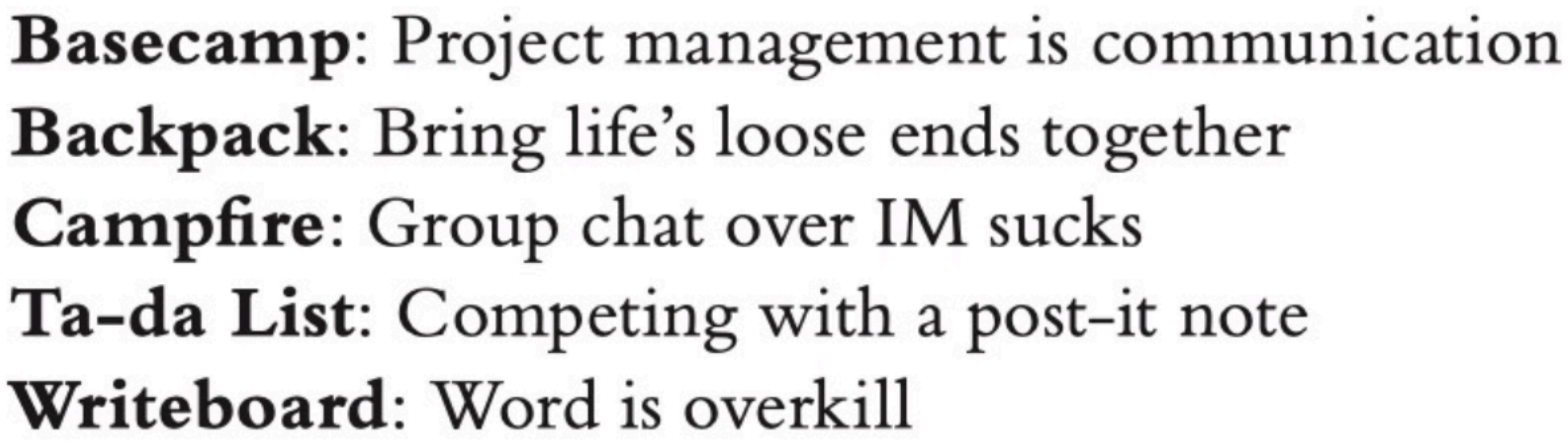
What is the Big Idea?

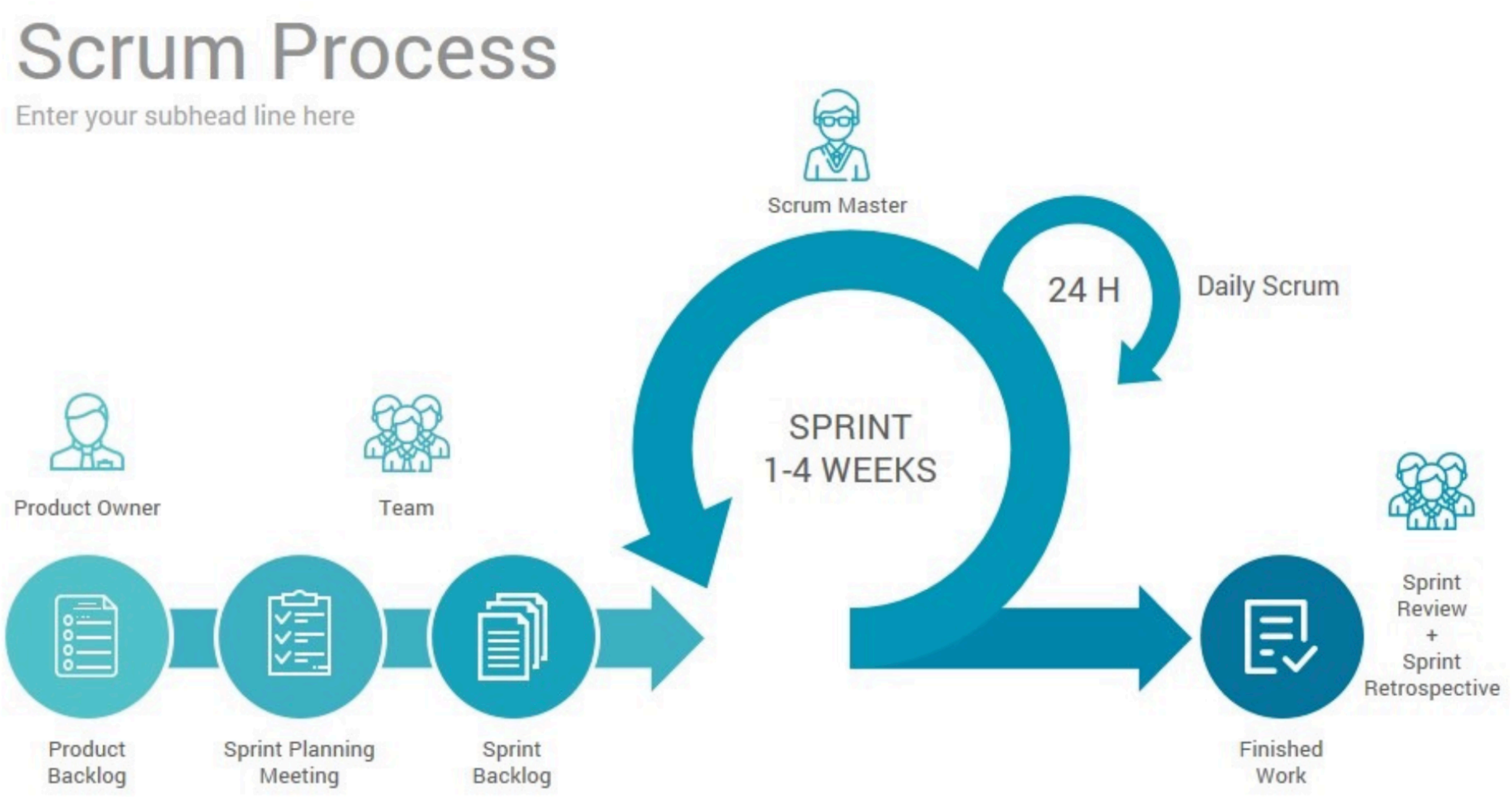
- You should have a single sentence description of what you are building
- What is your product's reason for existing?
- What makes your product different than others?

Example:



Basecamp: Project management is communication
Backpack: Bring life's loose ends together
Campfire: Group chat over IM sucks
Ta-da List: Competing with a post-it note
Writeboard: Word is overkill

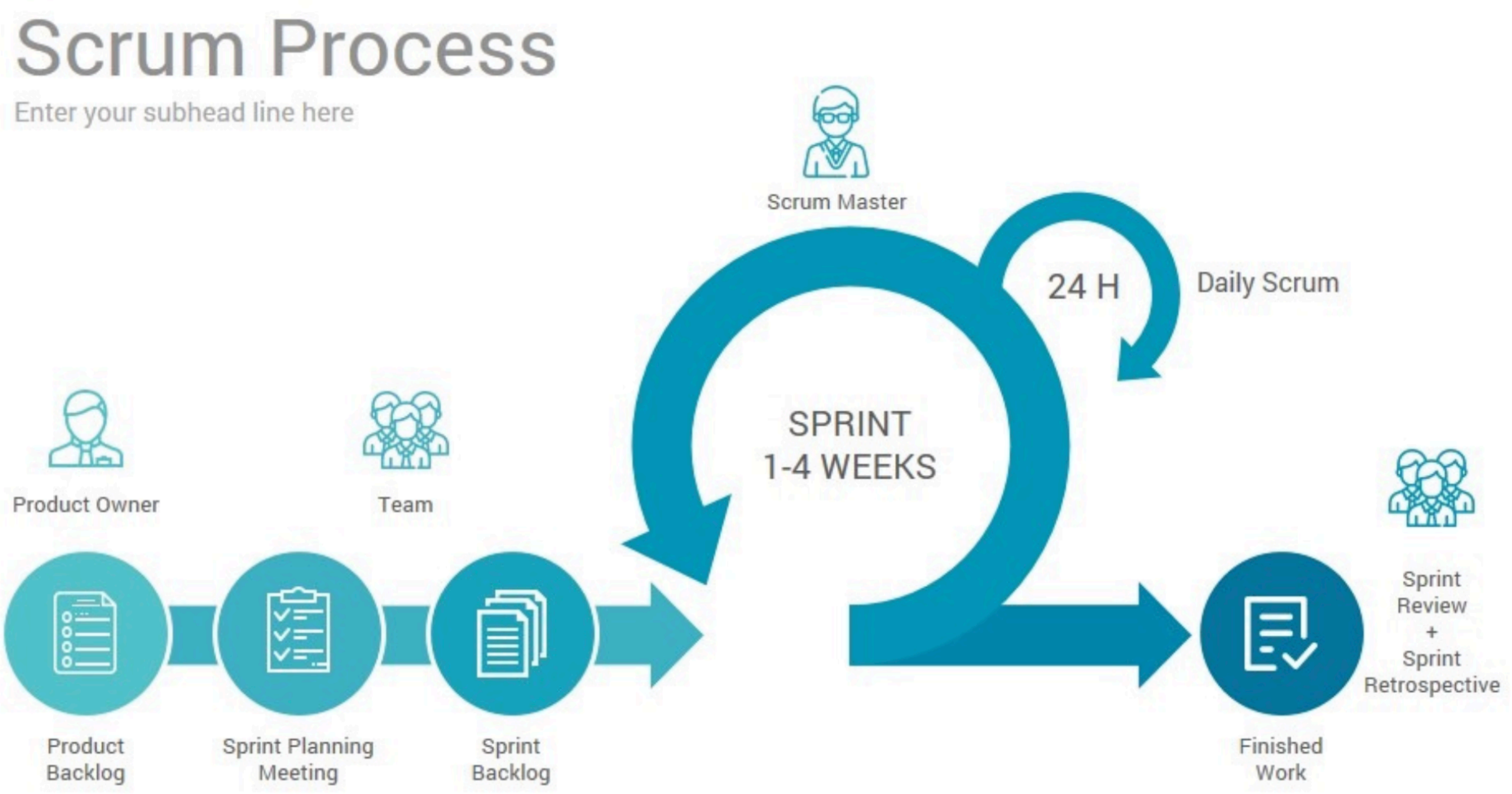
With all that in mind, let’s review



Scrum Process

Enter your subhead line here

Where could we be prototyping?



Activity

- Create a product backlog for a better online ticketing startup
- By yourself: think of two+ user stories, write them on paper (5 min)
- Share users stories with your neighbor, deciding on four user stories

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- Merge with the neighboring pair
- Prioritize the backlog
- Share highest priority item with the class

Where are we in the process at this point?

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Process for this class

- Each team must have a GitHub repository
- The project backlog will be in Issues.
- Each repository must have a project board.
  - The project board will have cards for (at least) all issues in the sprint backlog.
  - The project board will keep track of issues in progress, done, etc. (more fine-grained categories are ok)
- Each card will have a number of attributes.
  - Tags labeling features, bugs, t-shirt size, etc.
  - All in-progress cards must have at least one assigned team member.
- All checkins must be done by pull request, not pushed directly to main branch.
- All pull requests must be linked to a card to support traceability.