





Module Three

Learning Objectives

By the end of this module, you will meet these learning objectives:

-  Evaluate how an agile development model applies to a real-world scenario
-  Create user stories and a product backlog to guide a development process
-  Customize existing code to implement a user story
-  Reflect on the importance of the Product Owner role on an agile development team

Module Overview

After establishing a basic level of comfort with Agile Scrum in the last module, this module will explore requirements and user stories. It will also examine the Product Owner role. These areas are intricately woven together because the Product Owner is accountable for maximizing the value of the work done by the team. The Product Owner is the front person for the business's clients and has the weighty assignment of gathering the requirements and then prioritizing them appropriately. The Product Owner should focus on building the right product. They must clearly communicate their vision. They must also develop a Product Backlog to achieve that vision. The Product Owner should spend half of their time with customers and stakeholders and the other half of their time with the team. In Scrum, requirements are handled as capabilities, features, and user stories. Stories are exactly what they sound like. For example, a user tells a story about some kind of functionality that they want or need. A discerning Product Owner can accurately determine the proper user stories and their priority of order.

The Product Owner oversees several artifacts. One is the Product Backlog—a collection of all the user stories for the release. The Scrum Team selects a set of Product Backlog items for every iteration, or Sprint. This Sprint Backlog is the work needed to realize the Sprint Goal. The Product Owner has the final say on ordering the Product Backlog. The Product Backlog is a living artifact that constantly changes based on the needs of the business. It should always reflect the most valuable work and be prioritized in order of importance to business needs. The Product Owner also maintains the details within the user stories. Including more specific metrics and details—especially wireframes when

available—will help the team estimate the work properly and assimilate the work rapidly. The Product Owner is the visionary for the team and is responsible for ensuring all the team members fully understand the requirements.

The Scrum Master and Product Owner are a pair and must work together to implement the Scrum and Agile values, find techniques for effective backlog management, and clearly communicate the vision, priority, and goals to the team. Stepping into the Product Owner role will provide you with the opportunity to experience what drives the team forward and determines the overall end product.

In this module, as the Product Owner, you will develop the Product Backlog and user stories. You will then reflect on your experience and the role in a journal reflection. You will also compare Agile and waterfall by reviewing a case study of a successful, real-world Agile example.

Module at a Glance

This is the recommended plan for completing the reading assignments and activities within the module. Additional information can be found in the module Resources section and on the module table of contents page.

- 1** Review the Module Three resources.
- 2** Post your initial response to this week's discussion.
- 3** Complete the User Stories assignment.
- 4** Complete the Developing Basic ListView Control assignment.
- 5** Complete the Module Three journal.
- 6** Post peer responses to the discussion.