In-Class Exercise (Lecture #4)

This exercise aims to prepare you to answer the first question in Assignment #2. In this in-class exercise, you will create a product backlog.

Select 2-4 tasks from the project schedule you have been preparing for Section "1.5. Project Schedule" of the report you are supposed to submit for Assignment #1. For this exercise, you will create a product backlog only for those tasks, Later, you will complete this product backlog for Assignment #2.

Below is an example backlog for another software development project:

Task(s)	User Story	Acceptance Criteria	Story Points
• Create hierarchical diagram showing entities (classes), their relations to each other.	Technical story – preparing the structure of the project		13
• Prepare the database to store the user's e-mail, company name, gender, age, password • Implement the feature to write the user's e-mail, company name, gender, age, password to the database • Create the user interface the user can enter email, company name, gender, age and password.	As a user I can create my account so that I can start using the App.	A user can specify the following: • e-mail (required) • company code (required) • gender • age • password (required) • check box with Terms and Conditions link (required). The email field will have to check if the email has a correct format	8
• Implement the feature that sends a password recovery email to the user • Implement the feature allows the user to enter the new password into a form which in turn is stored in the database.	As a user, I can recover my password so that I can log into my account.	We will send an e-mail to the user with a link to a form which will allow the user to create a new password.	5

As shown in the example above, a proper product backlog should consist of the following 4 sections:

- **Tasks for user stories:** List of tasks that need to be done in order to deliver a user story. These tasks should be related to the tasks in the project schedule you have been preparing for Section "1.5. Project Schedule" of the report that you are supposed to submit as Assignment #1. For each task, you can create

one or more user stories. Alternatively, you can create multiple tasks for one user story. You can also divide some of the tasks in your project schedule into smaller sub-tasks; in that case you should indicate to which task these sub-tasks belong to. However, you must show and explain how the tasks in the product backlog are related to the tasks in the Project Schedule in Assigment#1. For this in-class exercise, you need to create the product backlog only for 2-4 tasks. For Assignment #2, you must create the product for ALL implementation and design related tasks in your Project Schedule.

- **User Stories:** User stories describe the actions user can take at every step of using the product. You can watch the following short tutorial Video #4.2 to grasp the concept of user stories and how you can write them or refer to Lecture#4 slides. They essentially act as a list of features that the software will provide to the users.

- **Acceptance Criteria:** List of items that will be used to assess whether a story has been completed.

- **Story points:** Story points estimate the amount of work, risks and complexity in the relative point value. Story points are estimated by "Planning Poker" Technique, which has been explained during Lecture #4. You can also watch tutorial Video #4.3 for further information and guidelines. You will use the **planning poker** cards given to you by your teacher to estimate the story points for each user story.
  - o **Planning Poker:**
  - o You will start "Planning Poker", after completing preparation of tasks, user stories, and acceptance criteria. Beware that only 2-4 tasks are enough for this in-class exercise.
  - o Each group will be given a deck of planning poker cards. Each deck is for 6 people.
  - o For groups consisting of 7 people, 1 person not take part in the "Planning Poker" process. However, this person will act as the Product Owner . (S)he will introduce each product backlog item to the rest of the group so that the rest of the group can estimate the story point for that item using planning poker technique.
  - o You will keep the planning poker cards deck with you. You will need them to answer the first question in Assignment #2.

- o Each project group that borrows a card deck must give the name and signature of at least one group member on the sheet of the paper that the teacher will provide in the class.
- o IMPORTANT! Each group is supposed to bring the planning poker cards deck back to the class and give it to us on **10th January,** which is the date for project demo and presentations. Beware that these planning poker card decks belong to the Software Engineering and Management (SEM) Bachelor Program at the University of Gothenburg.