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Sprint delivery plan

Sprints are the backbone of any good Agile development team. And the better prepared before a sprint, the more likely to hit the goals. Sprint planning helps to refocus attention, minimize surprises, and guarantee better code gets shipped.

Sprint planning comes down to a few key steps, from making sure your product backlog is properly groomed to framing the sprint, and running an effective sprint planning.

Step 1: Review product roadmap

There are always too many features that would add value, therefore creating a lack of focus on the vision and goals. By focusing on the features too much, the roadmap will turn into an overloaded product backlog, instead of a high-level, strategic plan for the products' future development.

Step 2: Groom the product backlog and update user stories

Few questions that will be answered:

- Is prioritized with the most important work listed at the top
- Is clear and fully-formed so the team can start working on right away
- Is up-to-date in context (to the larger product roadmap) and estimate (of complexity)

Step 3: Propose a sprint goal and backlog before the sprint planning

Few questions that will be answered:

- The what is Sprint goal?
- And the is the sprint backlog?

Step 4: Use data and experience to supercharge the sprint planning

- ✚ Break down user stories into technical tasks
- ✚ Revisit definition of “done”
- ✚ Clarify the acceptance criteria
- ✚ Development team agrees on their capacity for the sprint

Few questions that will be answered:

- Are issues being completed?
- Is there any particular status that is holding things up?
- How long does it take to go from new project to value created?
- Is the scope of the project changing over time?

Step 5: Walk through each user story and describe what tasks need to be done

Few questions that will be answered:

- What is changed since this story was written?
- Is the estimated time still valid given recent work?
- Are there are dependencies we should be aware of?
- What about testing? Can we automate it?
- Do we have the skills to complete this task? Are specialists required and if so, how can you optimize their time so they do not become a blocker?
- What implications will this story have on the rest of the product? Are there other teams that need to be involved with this story or give sign-off on the design or code?