**Lecture 5**

Requirements gathering

How can we effectively gather requirements?

Estimating and Prioritising.

Product and Sprint Backlog

User Stories are placed in the Product Backlog in priority order.

A yellow card with a red circle

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Planning Poker:

1. Decide on a scale: 1 – 5, for example, representing the least to most effort.
2. Issue planning poker cards to each team member each card has a single number on it – 1 to 5.
3. The team discuses the effort of completing a task before revealing cards at the same time.
4. If there’s a big different of values revealed, the team discusses the reasoning behind the smallest and largest values then has another round until consensus is reached.

Task Management:

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Acceptance Criteria is unique to user stories.

Definition of Ready is more generic – overarching.

Definition of Done -

Definition of Ready:

List of things that are required to be completed before you can start developing user stories.

Definition of Done:

Passes all core tests.

Satisfies product owners use.

Is able to complete certain things,

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A screenshot of a computer program

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Retrospective:

The Agenda:

* Set the Stage
* Gather data
* Generate insights
* Decide What to Do
* Close the Retro

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A white board with many sticky notes

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