

Welcome!

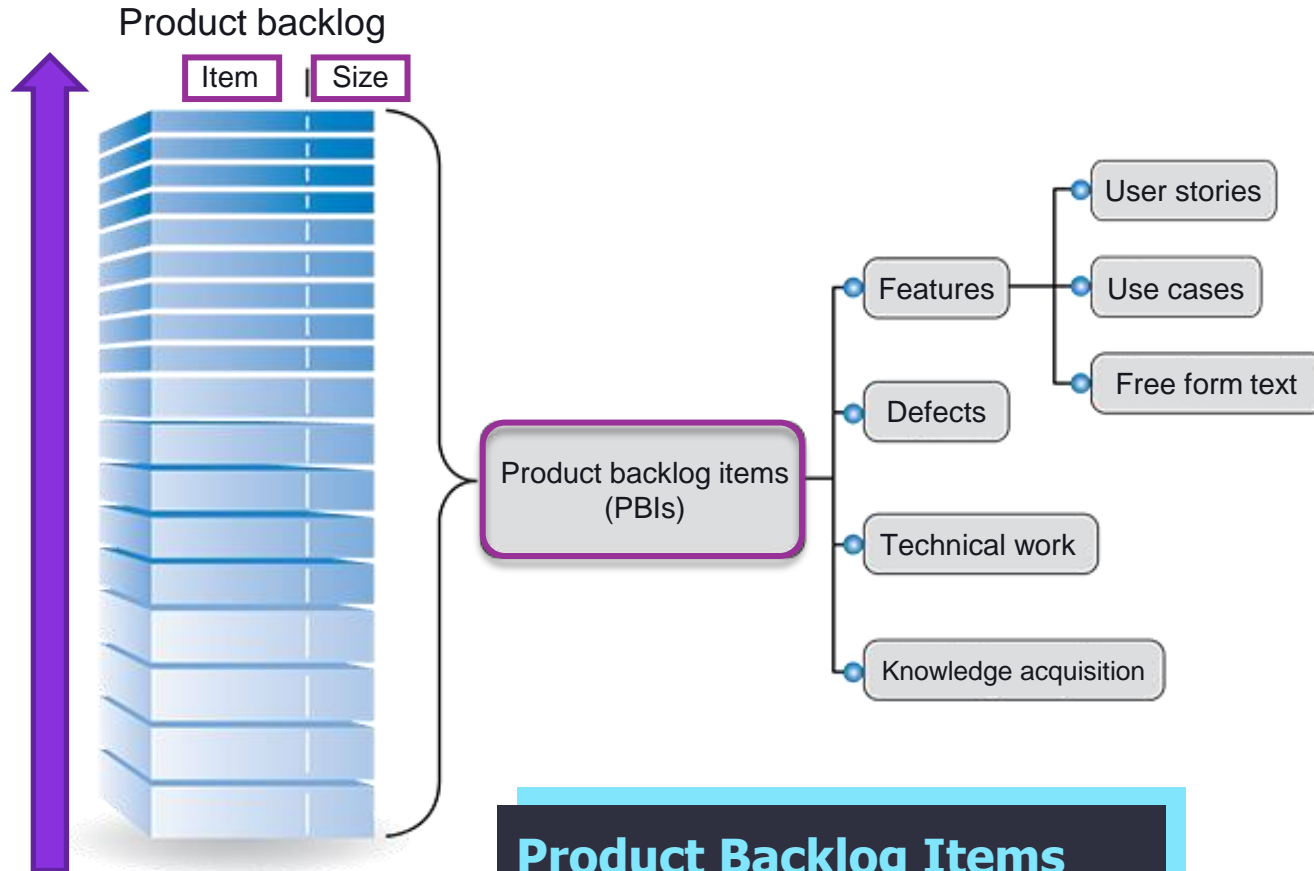




Product Backlog



Product Backlog



(Rubin, 2012)

Product Backlog Items

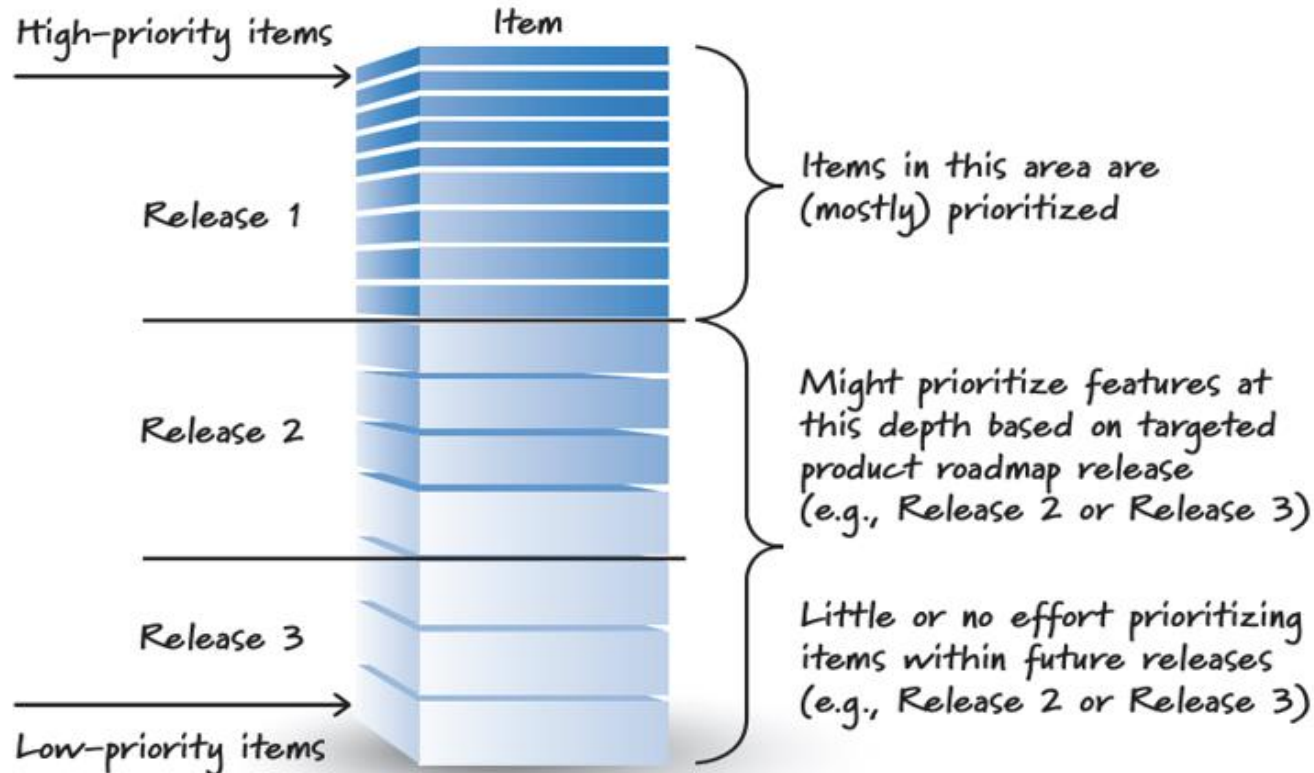
Features, defects, technical work, or knowledge acquisition.

Product Backlog

A prioritized list of desired product functionality

- + Provides a centralized and shared understanding of what to build and the order in which to build it
- + As long as there is a product being developed or maintained, the product backlog is never complete or frozen.
- + It is continuously updated based on a stream of economically valuable information that is constantly arriving.

Grooming



(Rubin, 2012)

- + Three principal activities:
 - Creating and refining (adding details to) PBIs
 - Estimating PBIs
 - Prioritizing PBIs
- + Each item has a well-defined acceptance criteria, and is appropriately sized, estimated, and prioritized.
- + An ongoing collaborative effort
- + You may groom the backlog at any time.
- + As important information becomes available, new items are created and inserted into the backlog in the correct order.

Planning Poker

1. Customer reads story.



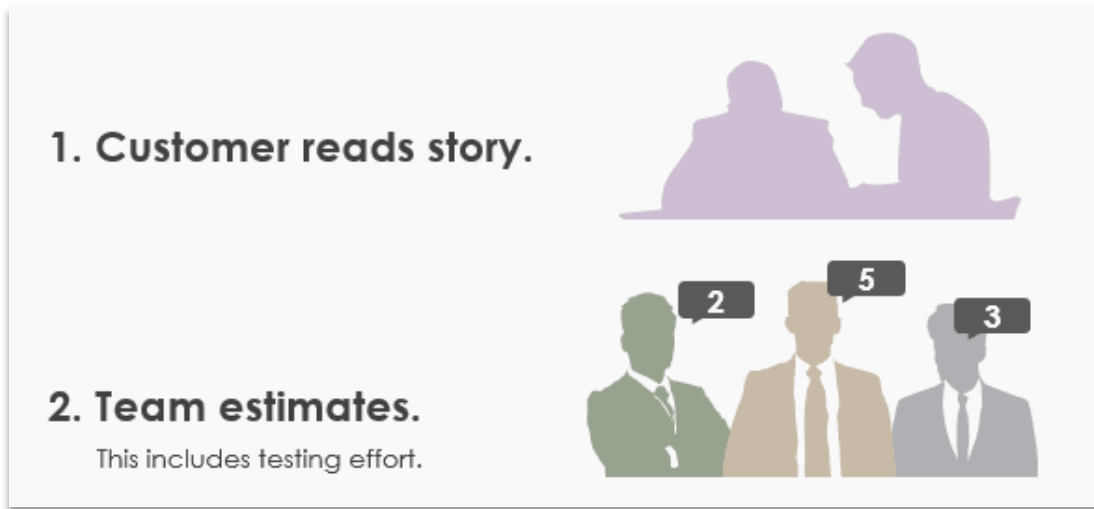
(Rubin, 2012)

Planning Poker

An agile estimating and planning technique that is consensus-based

- + How should we handle the work?
- + How many people are expected to get involved?
- + What skills will be needed to work on the story?
- + How should we tackle any roadblocks that delay progress?

Planning Poker



(Rubin, 2012)

- ✚ Using the Fibonacci sequence is recommended.

Fibonacci Sequence

The sum of the two values to the left to get the new value



(Agile Stationery Store, 2022)

- ✚ Rank each product backlog item with an agreed upon value in terms of complexity and physical size.
- ✚ The values represent the number of story points, ideal days, or other units in which the team estimates.

Planning Poker

1. Customer reads story.



2. Team estimates.

This includes testing effort.



3. Team discusses.



- + When the feature has been fully discussed, each estimator privately selects one card to represent his or her estimate.
- + If all estimators selected the same value, that becomes the estimate.

(Rubin, 2012)

Planning Poker

1. Customer reads story.



2. Team estimates.

This includes testing effort.



3. Team discusses.



4. Team estimates again.

Repeat until consensus reached.



(Rubin, 2012)

+ The high and low estimators should especially share their reasons.

+ After further discussion, each estimator reselects an estimate card, and all cards are again revealed at the same time.

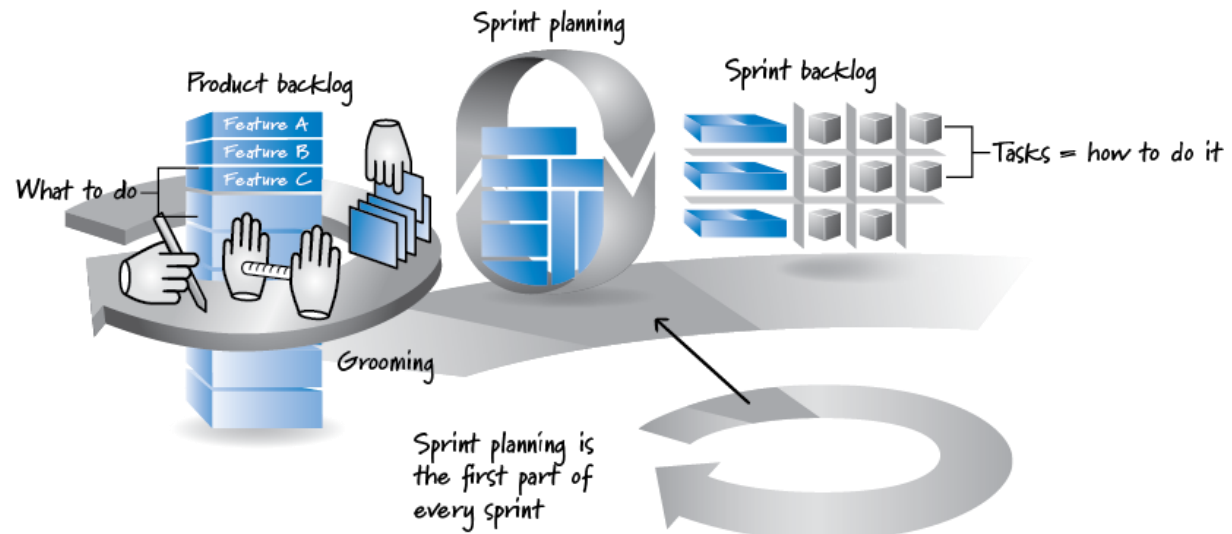
+ The poker planning process is repeated until consensus is achieved.

Planning Poker

Estimators	Round 1	Round 2	Round 3
Person A	1	2	2
Person B	2	3	2
Person C	3	3	2
Person D	2	2	2

- + The high and low estimators should especially share their reasons.
- + After further discussion, each estimator reselects an estimate card, and all cards are again revealed at the same time.
- + The poker planning process is repeated until consensus is achieved.

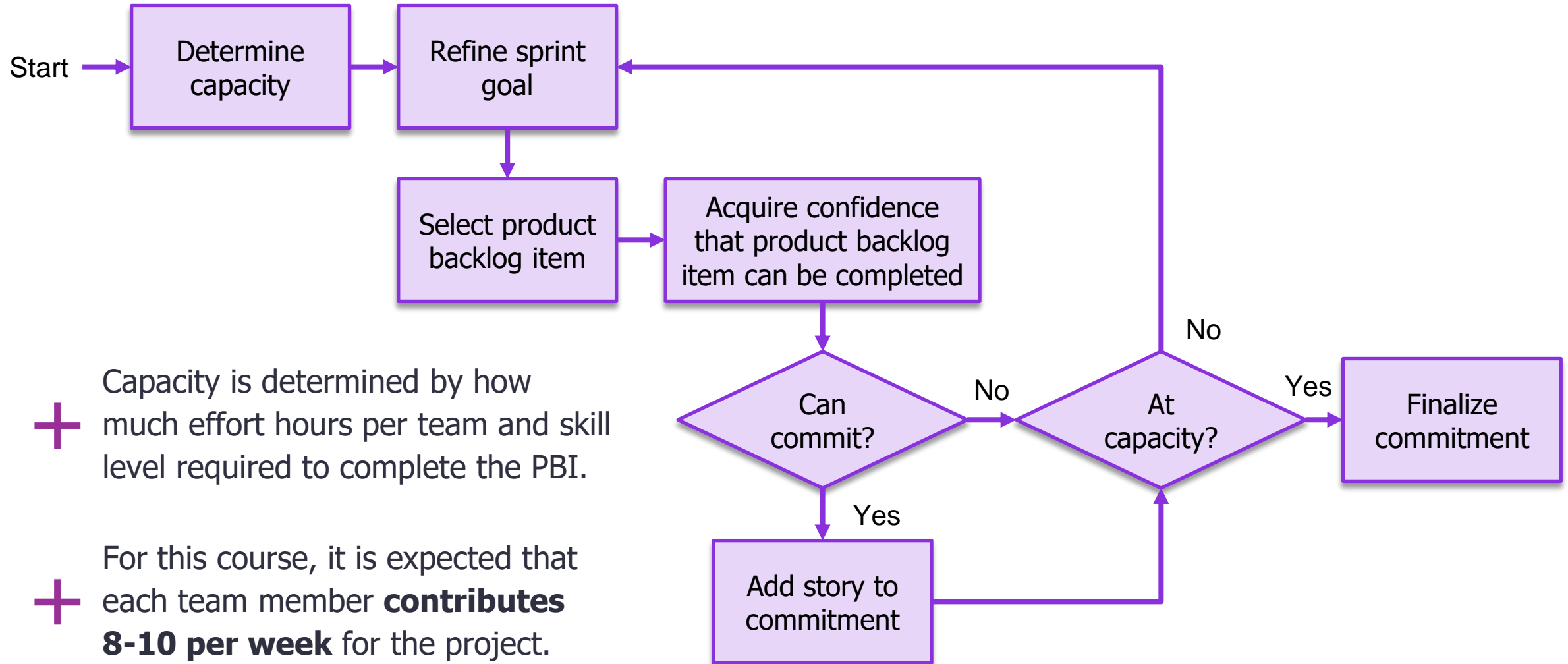
Sprint Planning



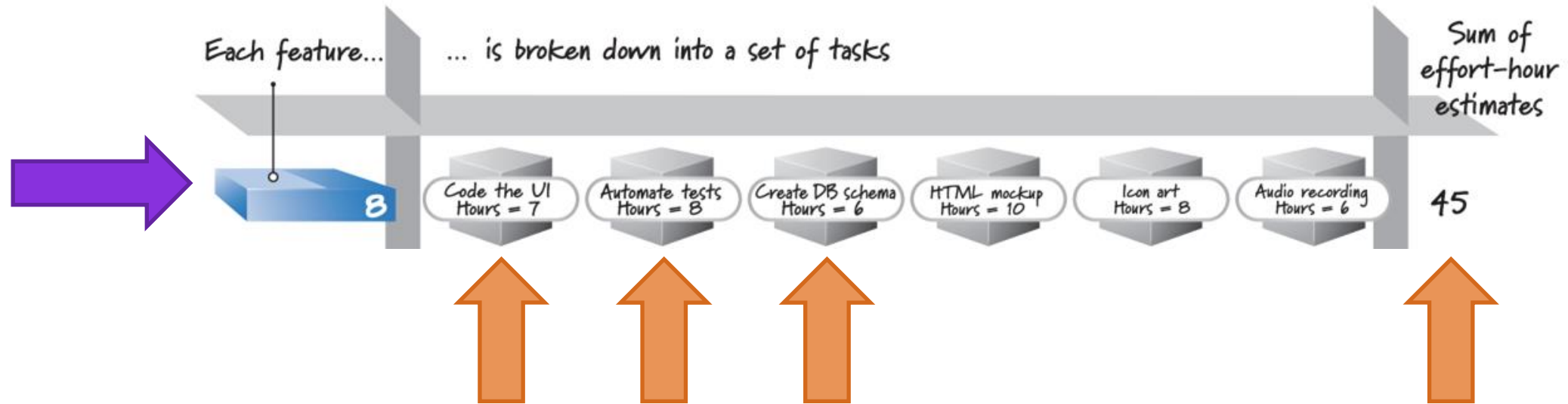
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(Rubin, 2012)

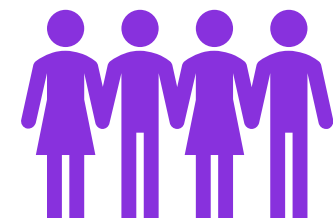
Sprint Planning



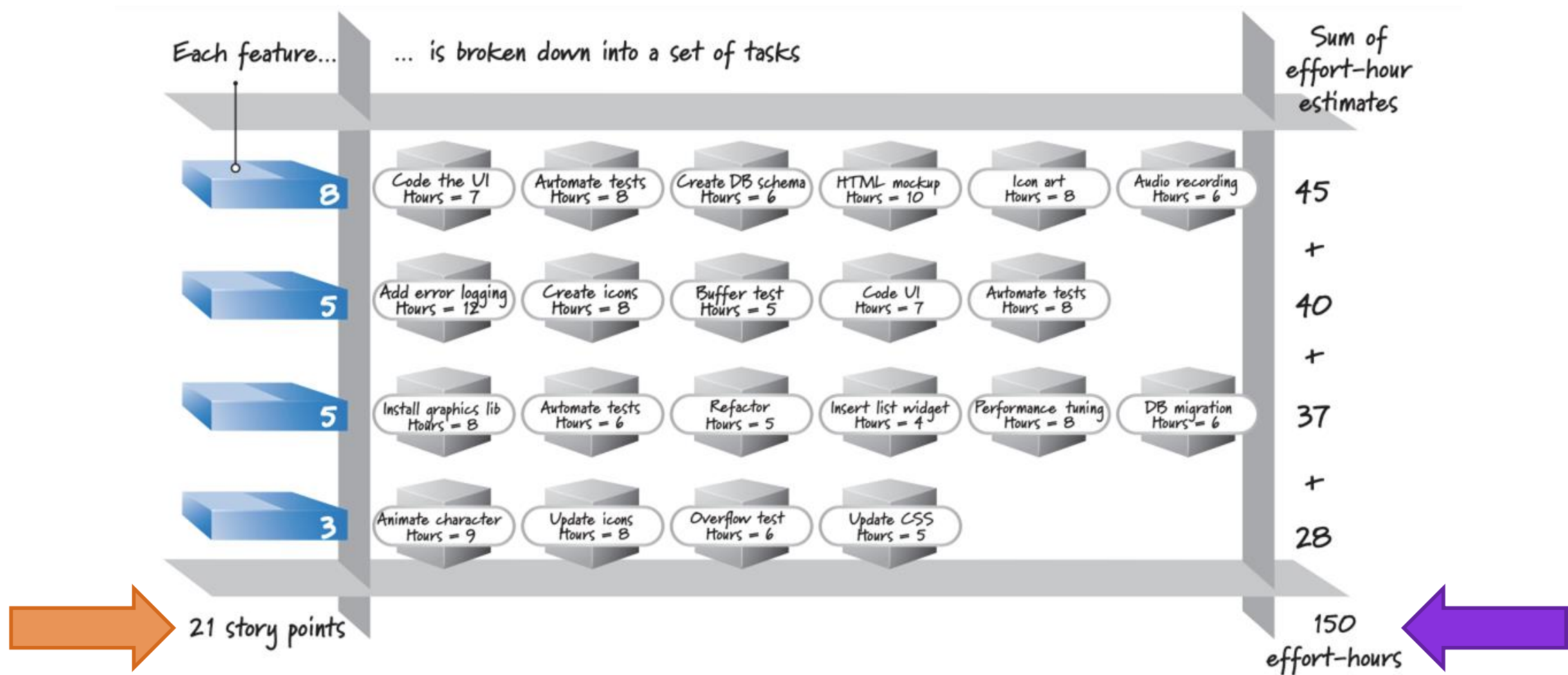
Sprint Backlog



Sprint Backlog

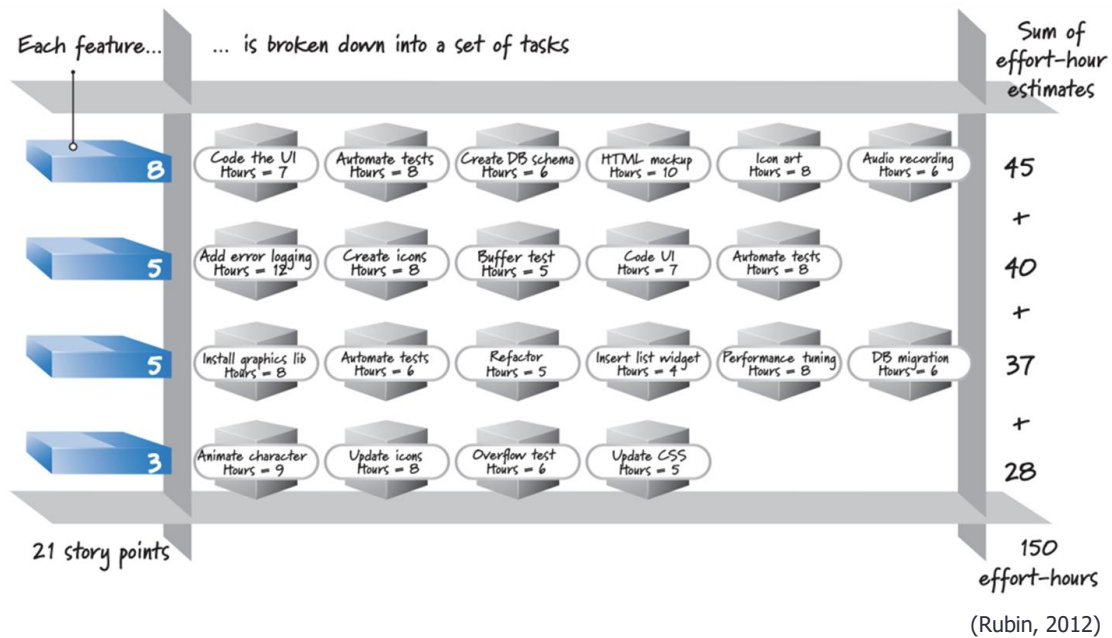


10 hours each per week

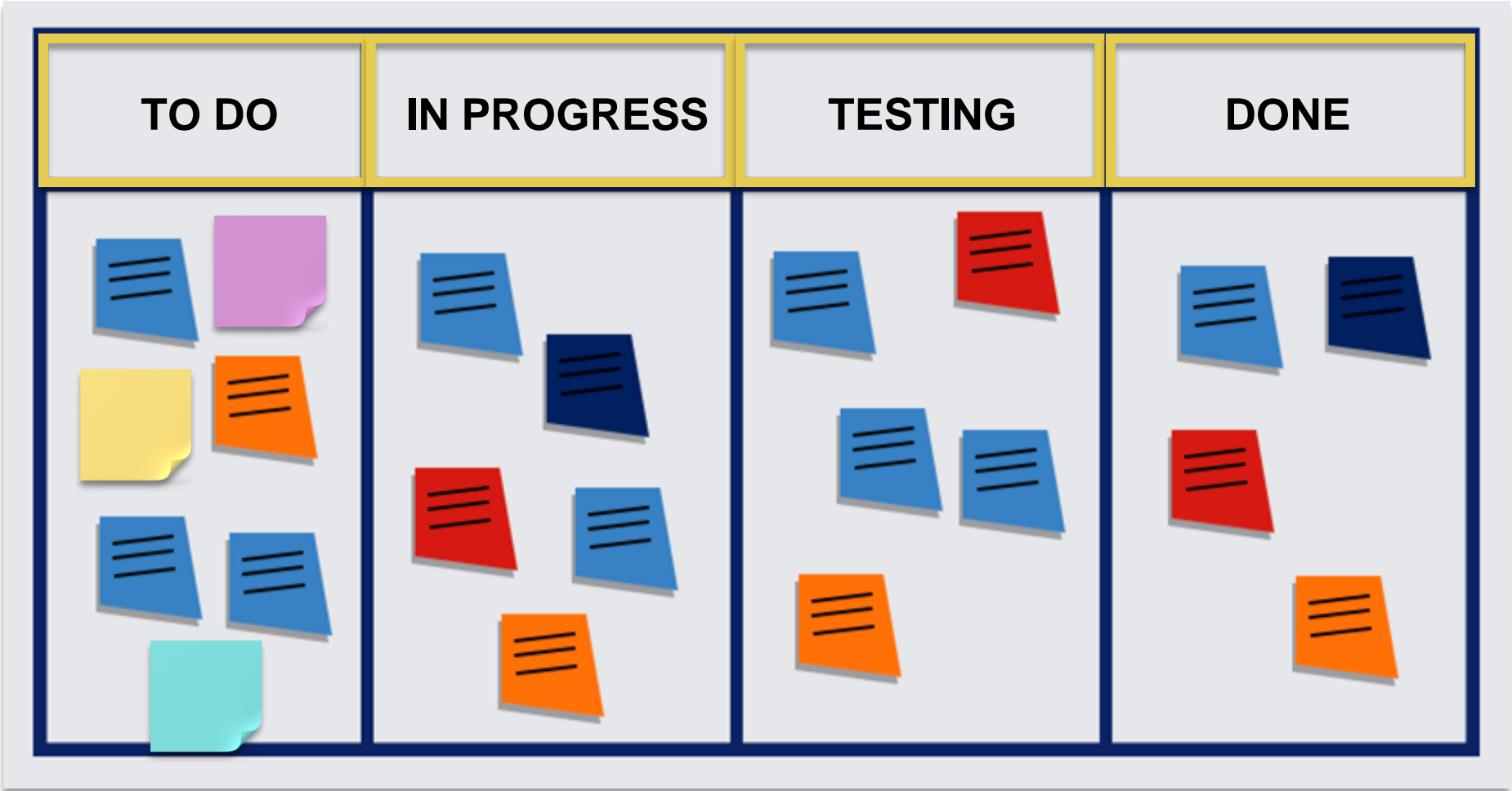




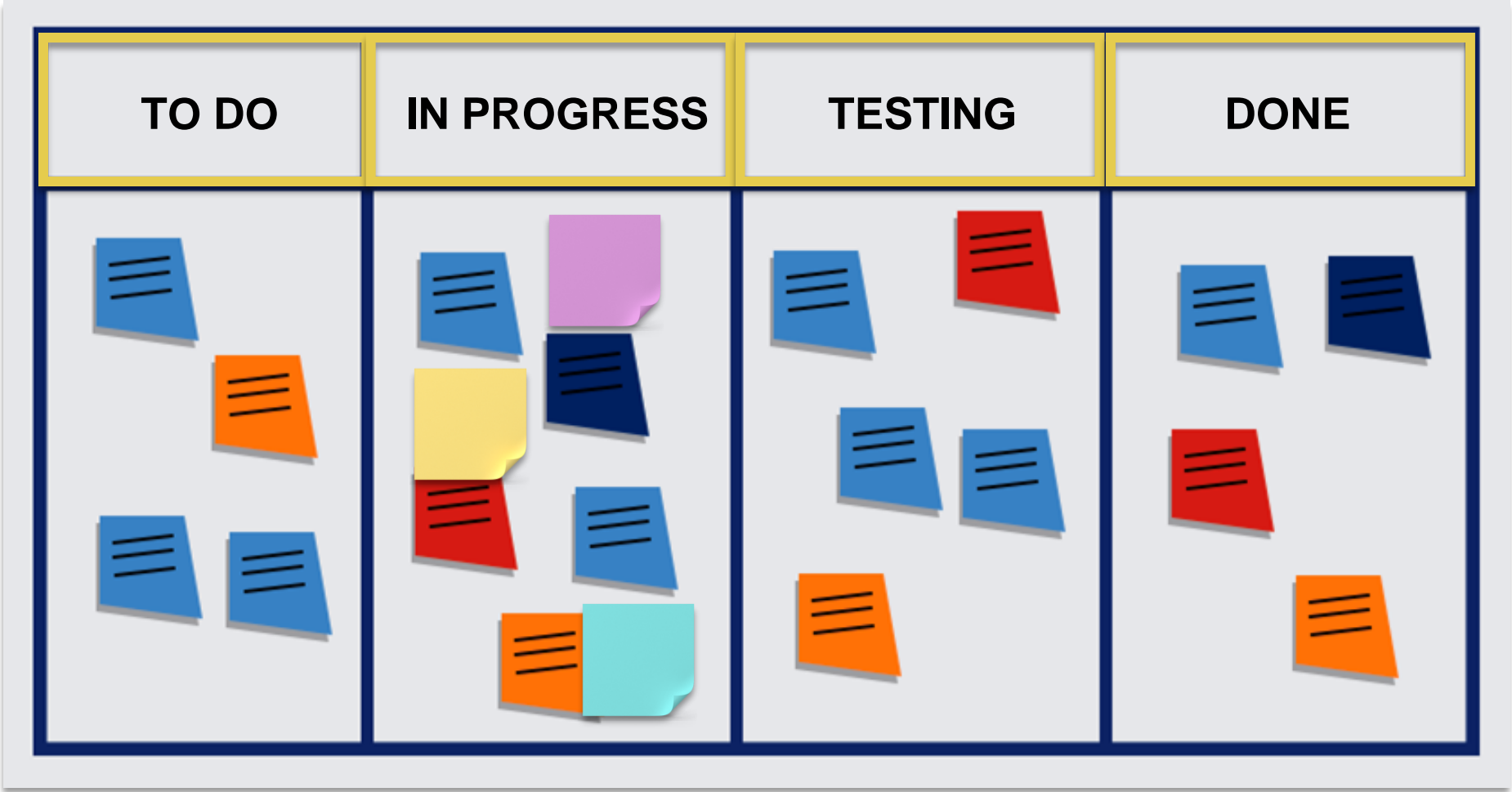
Spring Backlog



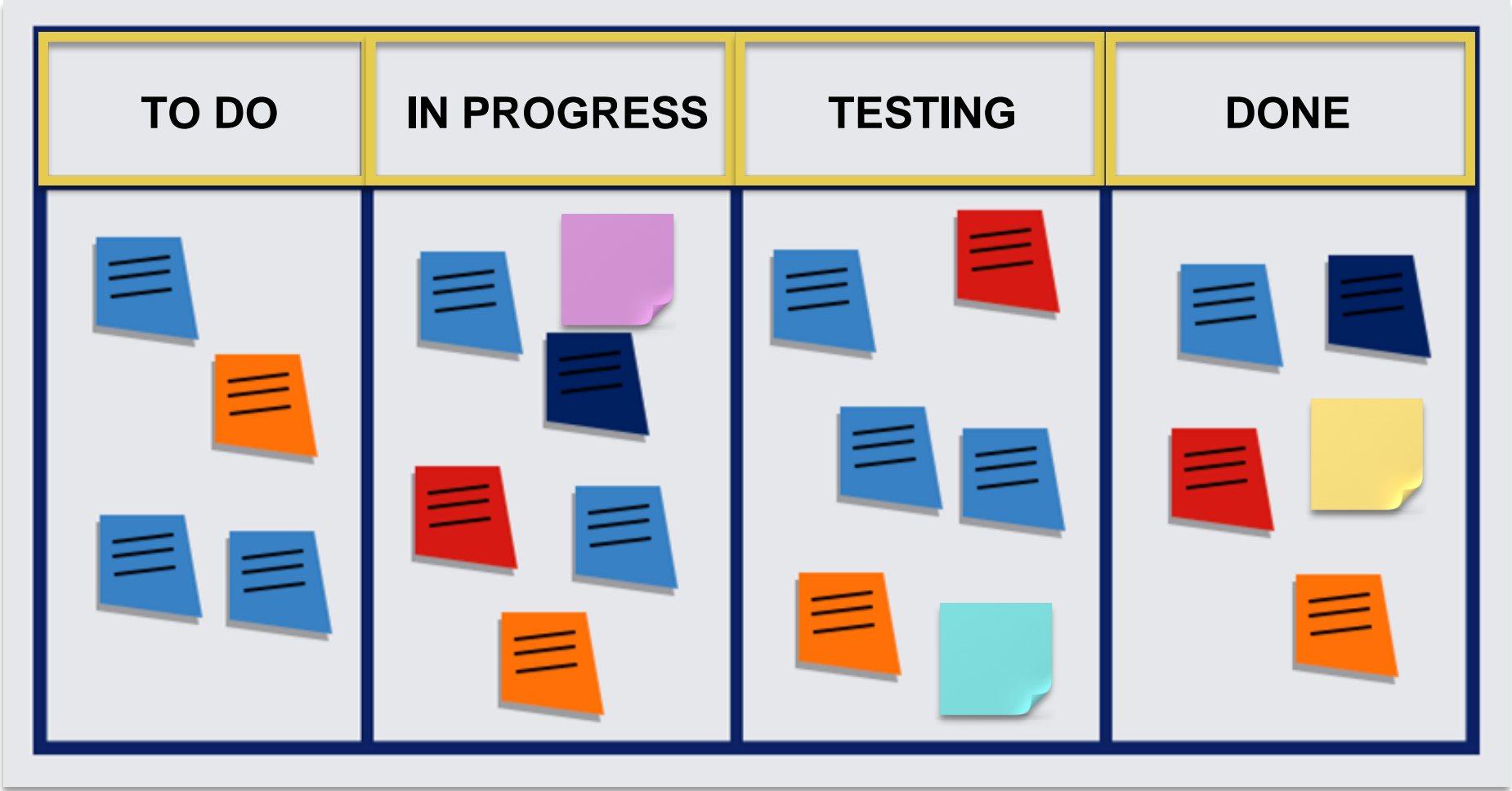
Kanban



Kanban



Kanban

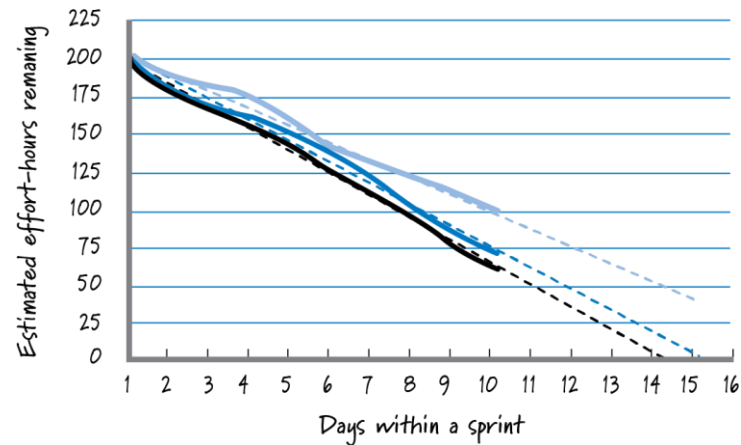




Burndown Chart

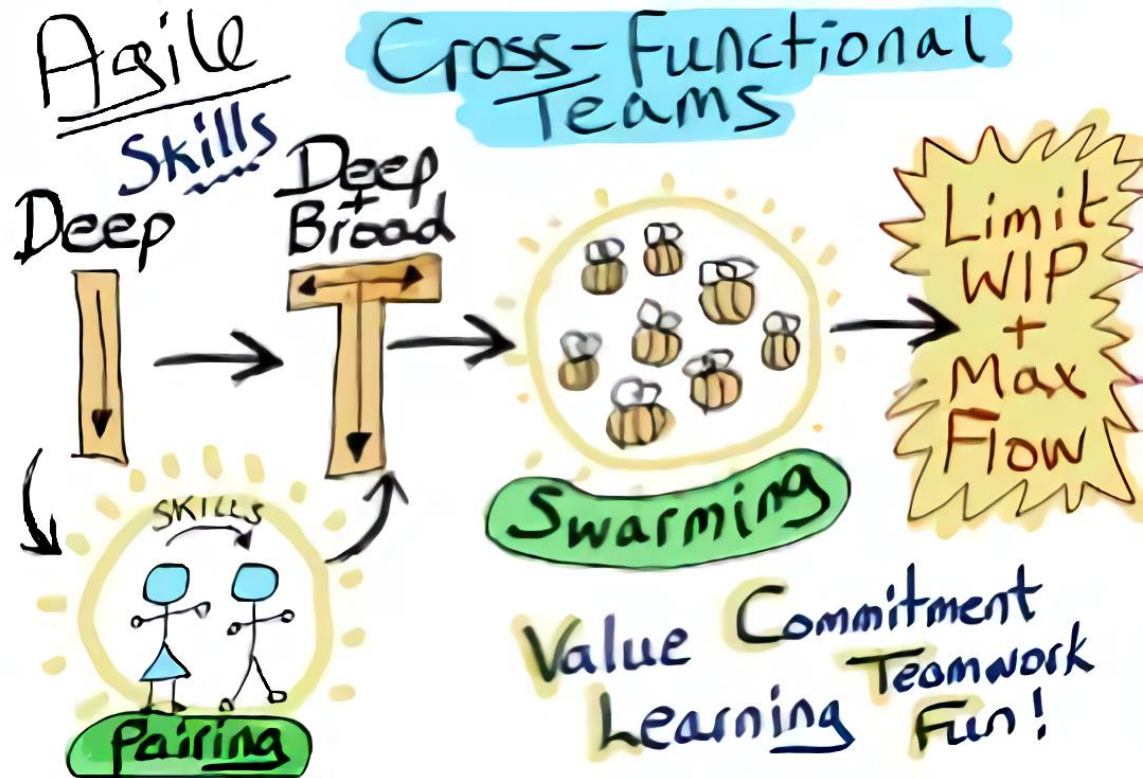
Tasks	D1	D2	D3	D4	D5	D6	D7	D8	D9	...	D15
Task 1	8	4	4	2							
Task 2	12	8	16	14	9	6	2				
Task 3	5	5	3	3	1						
Task 4	7	7	7	5	10	6	3	1			
Task 5	3	3	3	3	3	3	3				
Task 6	14	14	14	14	14	14	14	8	4		
Task 7						8	6	4	2		
Tasks 8–30	151	139	143	134	118	99	89	101	84		0
Total	200	180	190	175	155	130	115	113	90		0

— On time — Early — Late



(Rubin, 2012)

Swarming



(Galapon, 2019)

Swarming

Team members with available capacity gather to work on an item to finish what has already been started before moving ahead to start work on new items

- + Have a team with T skills.
- + Do pair programming.

Wrap Up





**Thank You
For Watching**



References

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