

Working with Tradeoffs in Product Backlog Management

Self-check:

Review the plans and validate the analysis you developed for each tradeoff scenario.

Scenario	Tradeoff Category	Players Involved	Negotiation Plan
1.	Stakeholder Engagement vs Scrum Team Self-Governance (and/or New Features vs Product Complexity)	<ul style="list-style-type: none"> Product Owner (PO) DevOps Team Key Stakeholders 	<ul style="list-style-type: none"> Bring the DevOps Team and Key Stakeholders together Facilitate a discussion about the importance of both demands: Shoring up functionality/making improvements and introducing new features Propose compromise: Allow a certain portion of the Sprint goals to each demand Negotiate the percentage of time dedicated to the two demands in each Sprint
2.	Velocity vs Quality	<ul style="list-style-type: none"> Product Owner (PO) DevOps Team Marketing Team Key Stakeholders 	<ul style="list-style-type: none"> Schedule a meeting with DevOps and marketing teams Drive consensus around which set of features will meet both the DevOps and Marketing team's goals Define a minimal viable product (MVP) Deliver MVP in the next Sprint Create Sprint Goals for future Sprints to improve MVP to DevOps original standards
3.	Emergent Customer Needs vs Scope (and/or Spring Goals vs Long Term Strategy)	<ul style="list-style-type: none"> Product Owner (PO) DevOps Team Marketing Team Key Stakeholders Customers End Users 	<ul style="list-style-type: none"> Review customer feedback and market research with all players Make agreed adjustments to the product roadmap Re-prioritize backlog items based on feedback Communicate changes made to customers
4.	Stakeholder Engagement vs Scrum Team Self-Governance	<ul style="list-style-type: none"> Product Owner (PO) DevOps Team Key Stakeholders 	<ul style="list-style-type: none"> Conduct workshops with DevOps and key stakeholders

			<ul style="list-style-type: none"> • Demo and/or present proposed new innovative features • Create consensus around benefits and risks • Propose a pilot program for limited release to validate the impact
5.	New Features vs Product Complexity (and/or Flexibility vs Delivering Value)	<ul style="list-style-type: none"> • Product Owner (PO) • UX/UI Team • DevOps Team • Key Stakeholders 	<ul style="list-style-type: none"> • Facilitate meetings with UX/UI and DevOps • Present data supporting both priorities • Propose compromise: allow a certain portion of the Sprint goals to each demand • Negotiate the percentage of time dedicated to the two demands in each Sprint • Solicit feedback around the new features • Monitor system performance around user load

Note:

How you handle the tradeoffs can be subjective and influenced by your organization's culture and structure. The “best solutions” provided were written to give a broad but detailed approach to handling the tradeoffs presented in each scenario.