

Vertical: Producción de Videojuegos

Clase: 9/10 - ESTIMACIÓN ABSTRACTA DEL ESFUERZO

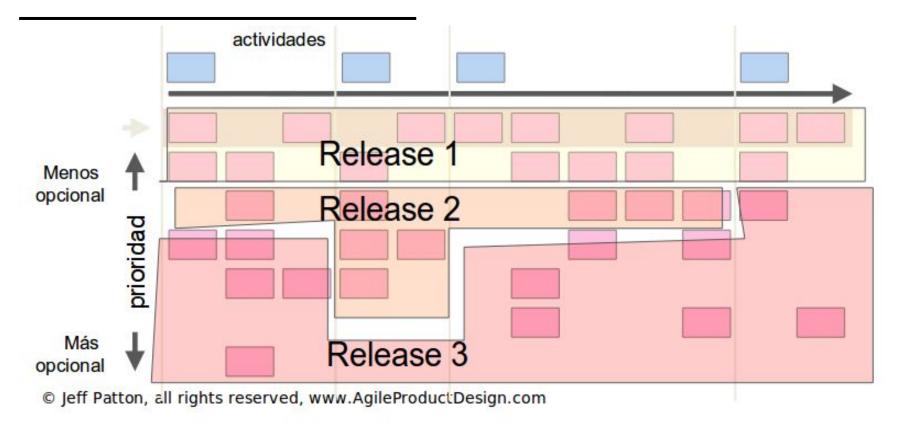
Docente: Eduardo Rodríguez Ortega

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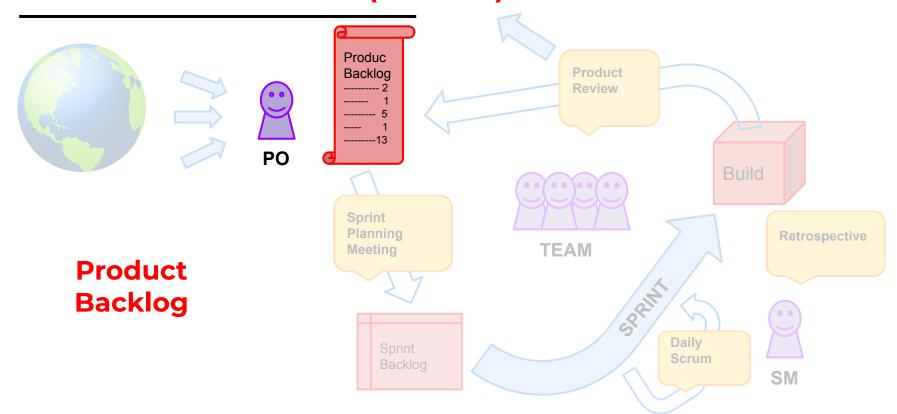
VISUAL STORY MAPPING: PLAN DE RELEASES







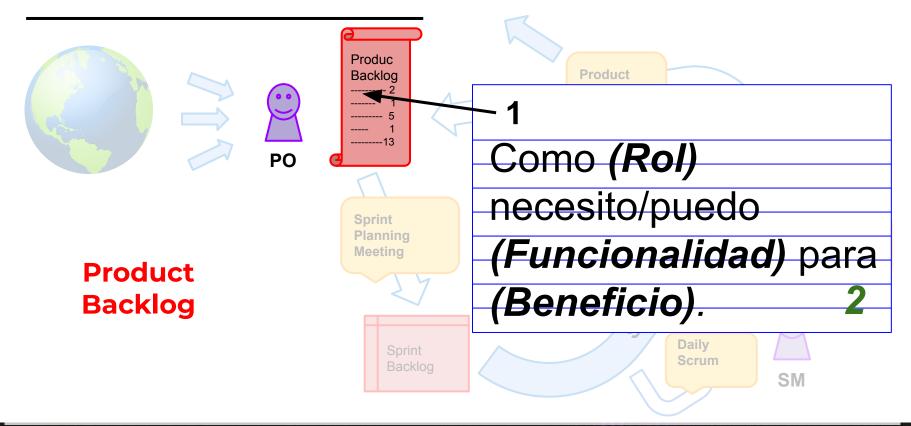
SCRUM: PRODUCT BACKLOG (ARTEFACTO)







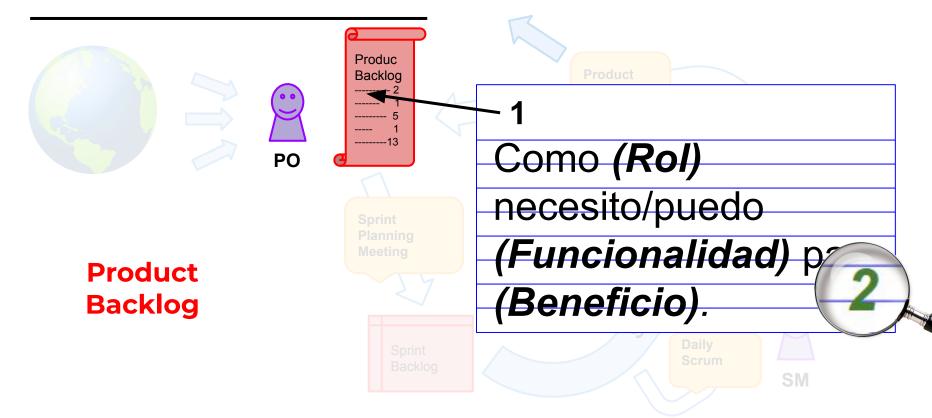
SCRUM: Product Backlog - Historias





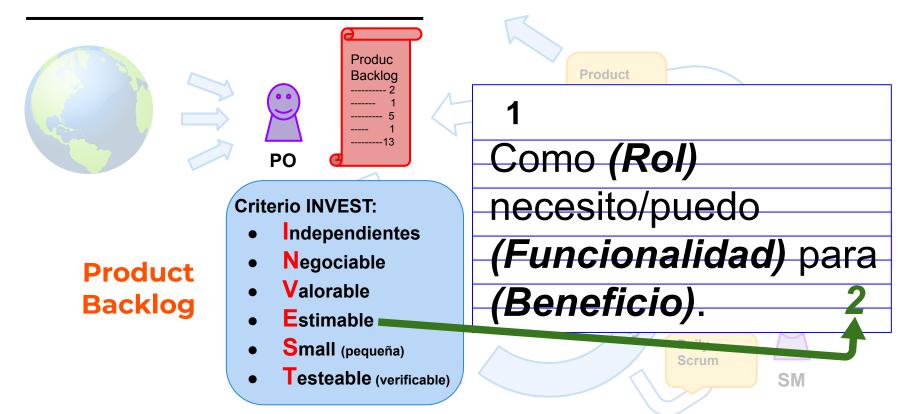


SCRUM: Product Backlog - Historias





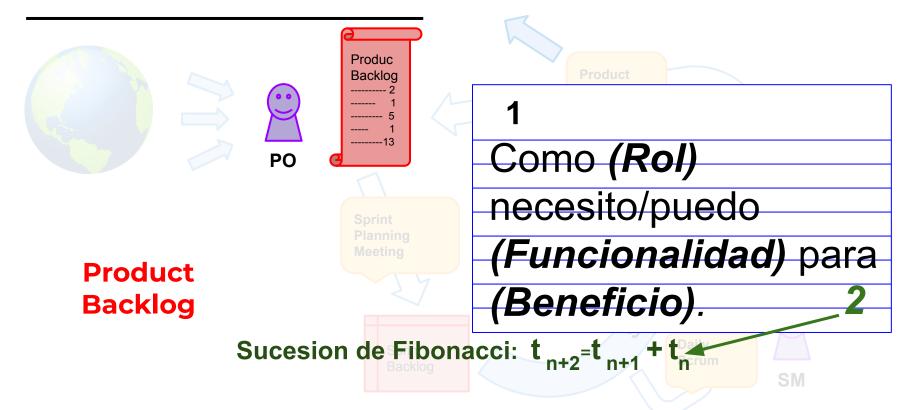






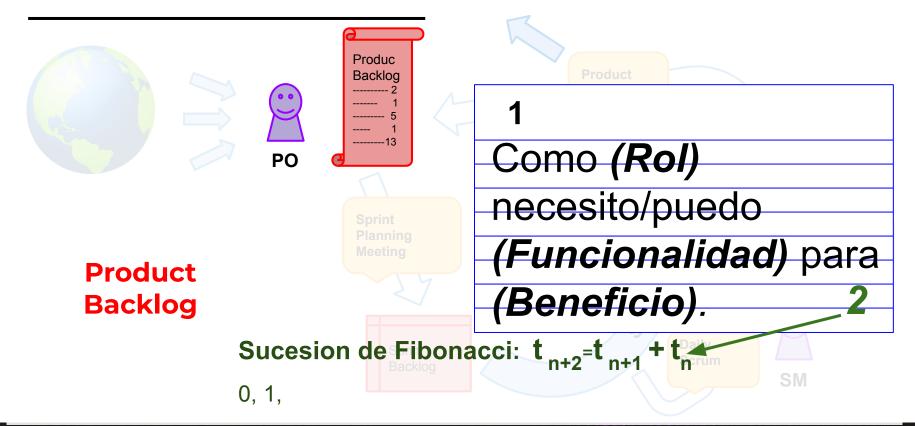


SCRUM: Product Backlog - Historias



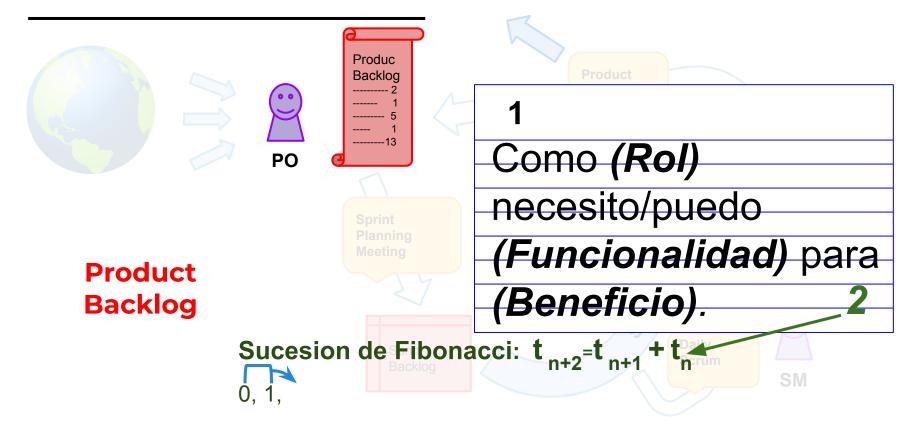






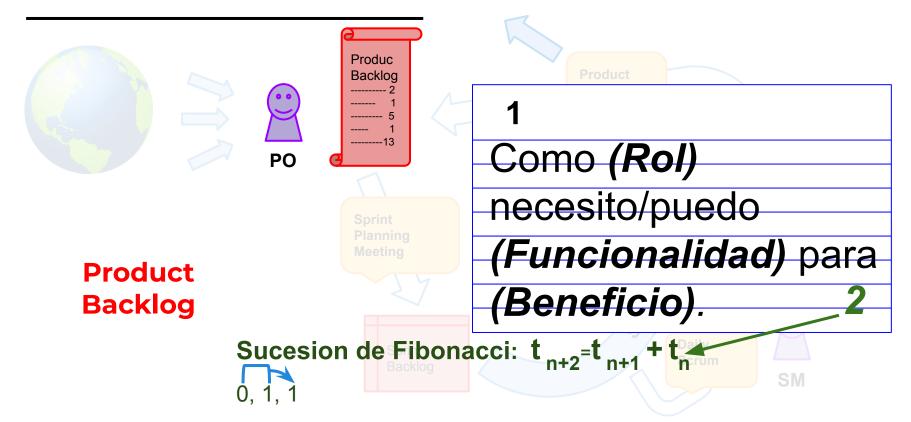






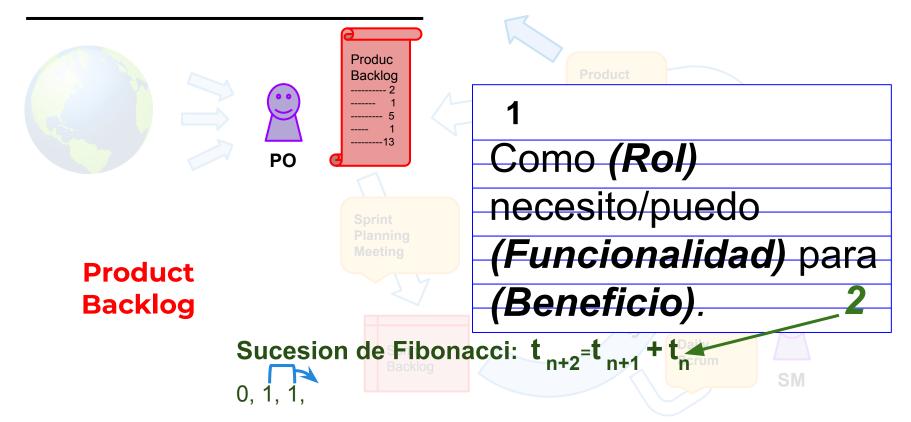






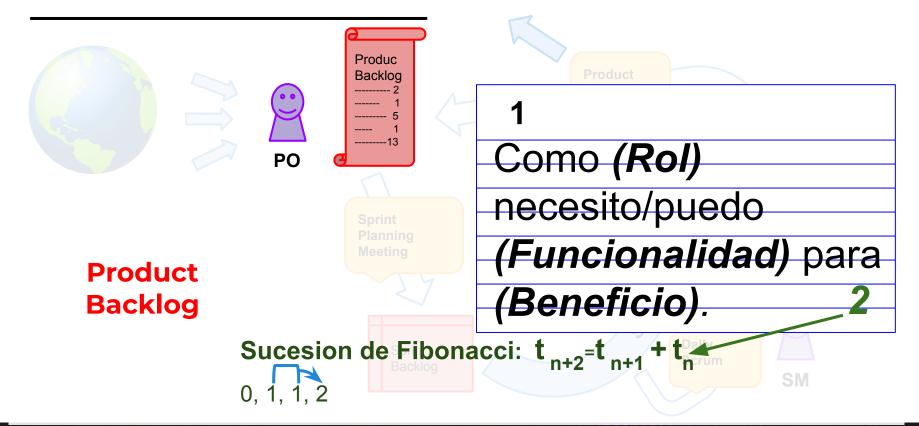






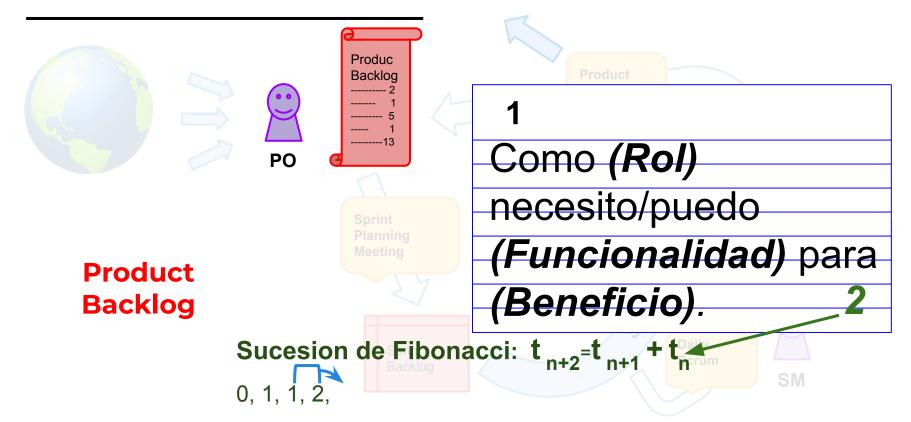






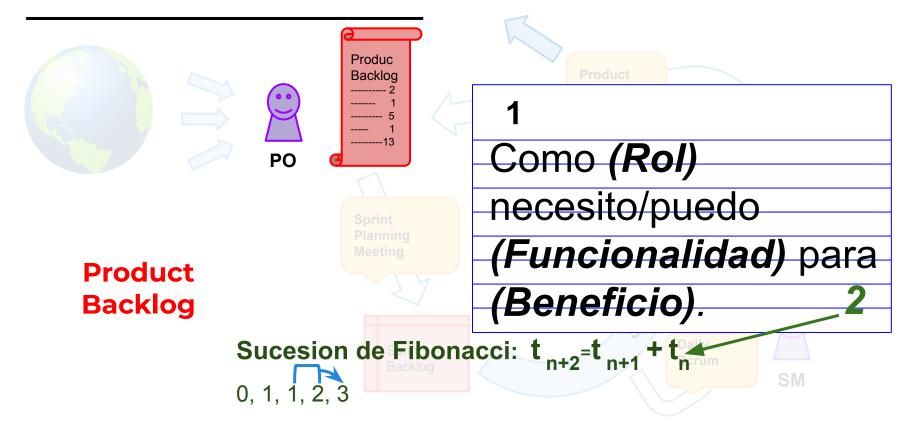






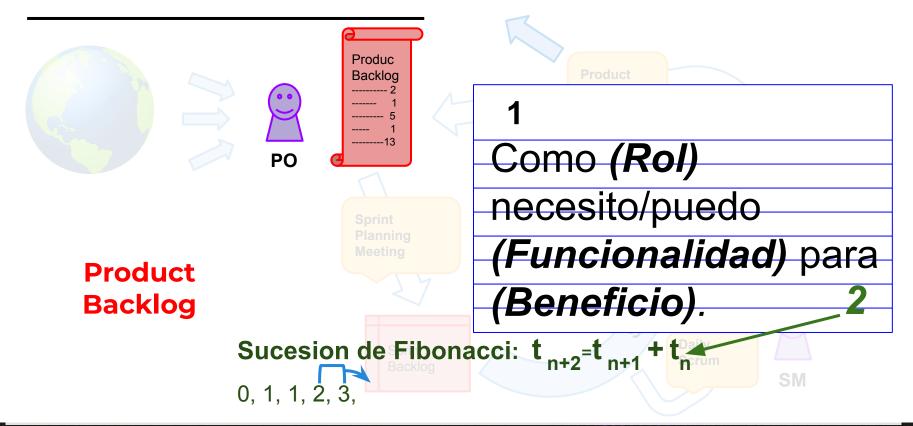






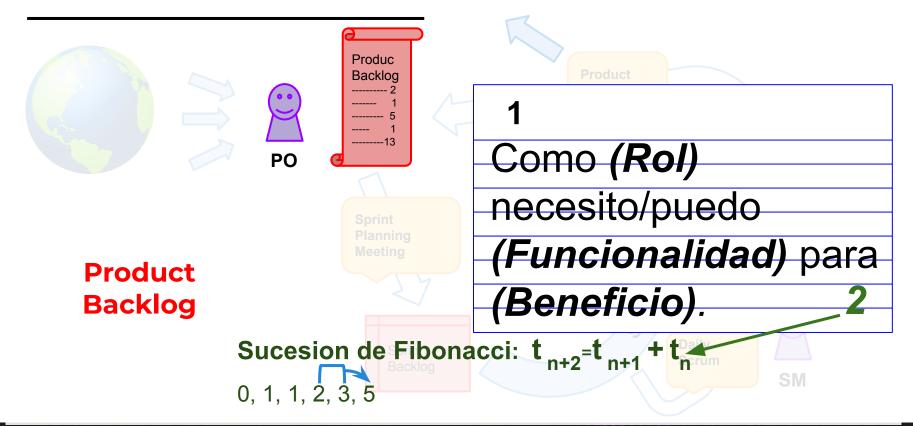






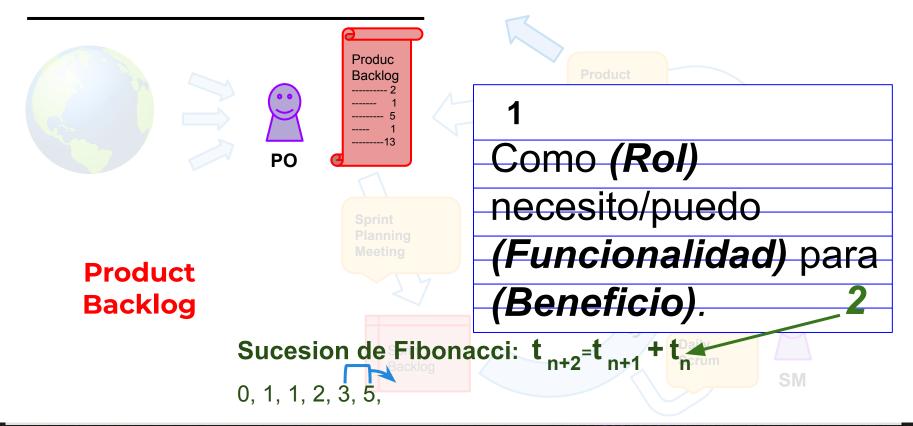






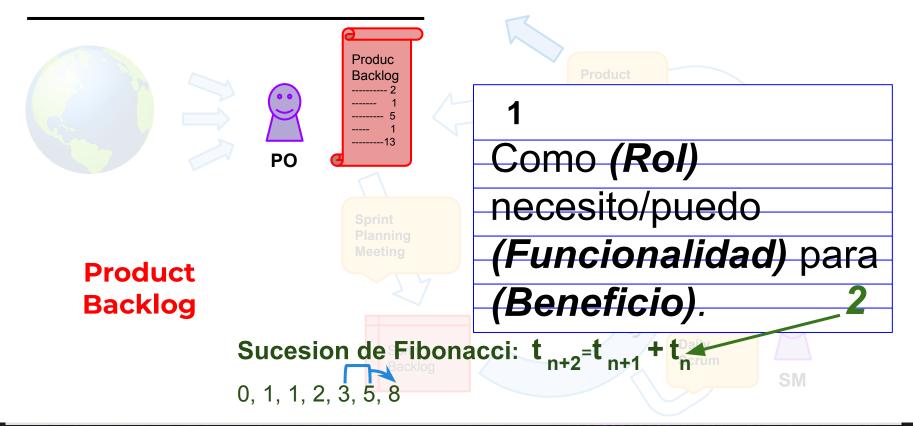






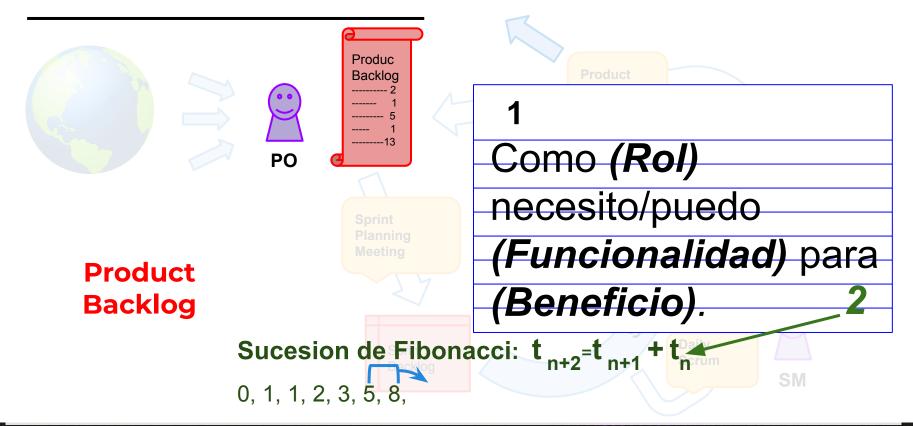






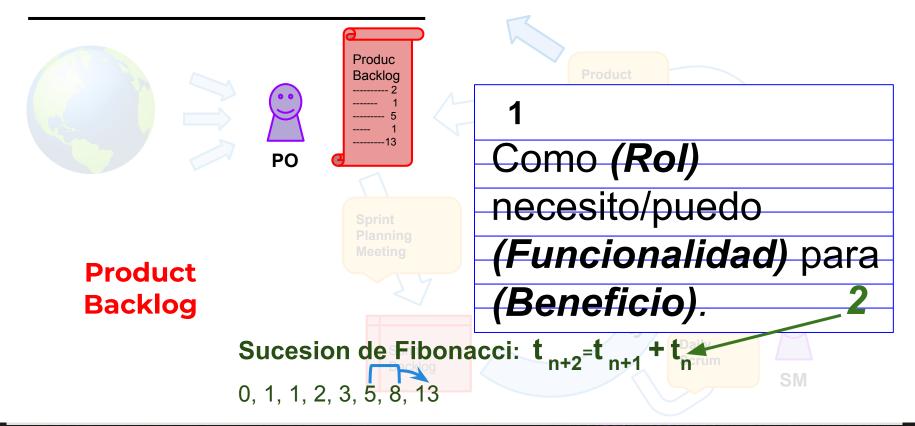






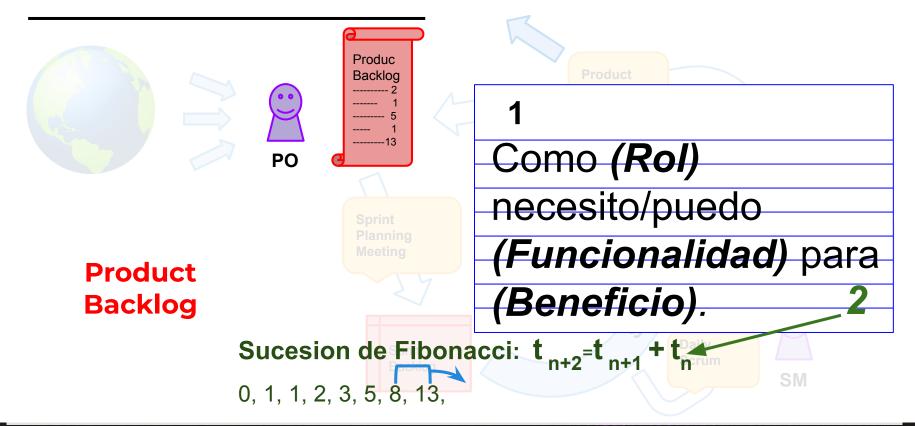






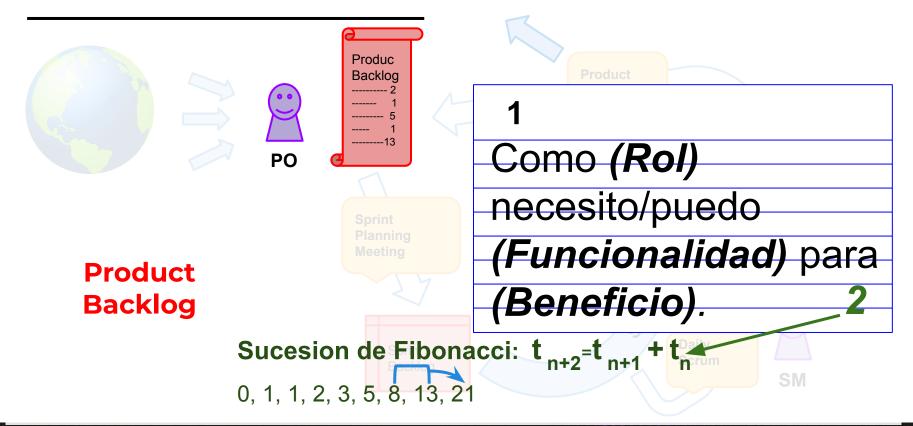






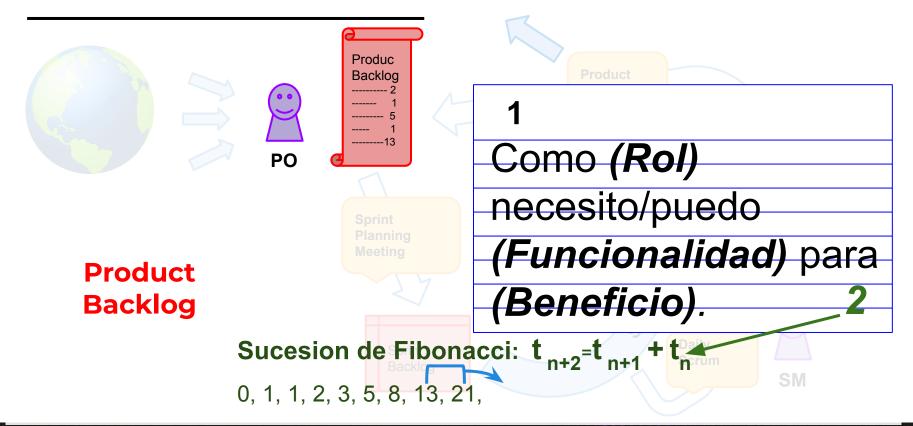






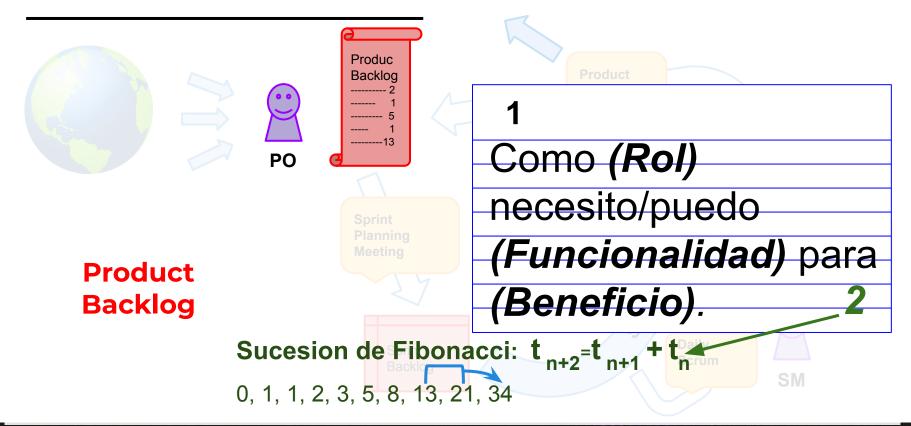






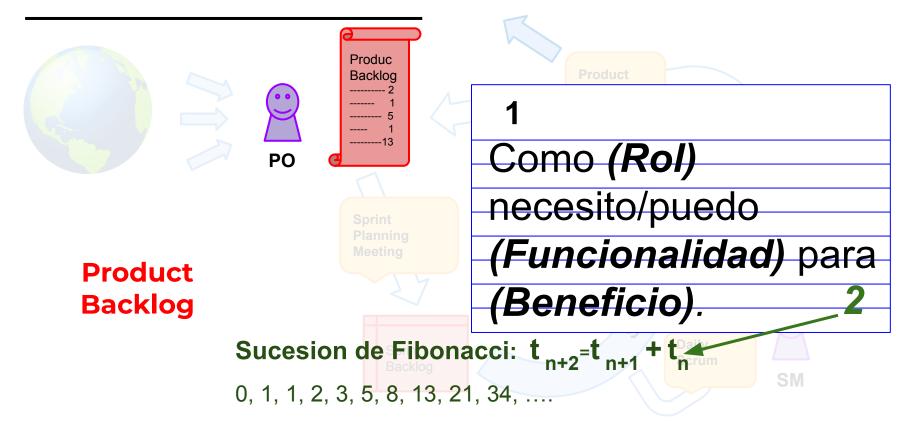








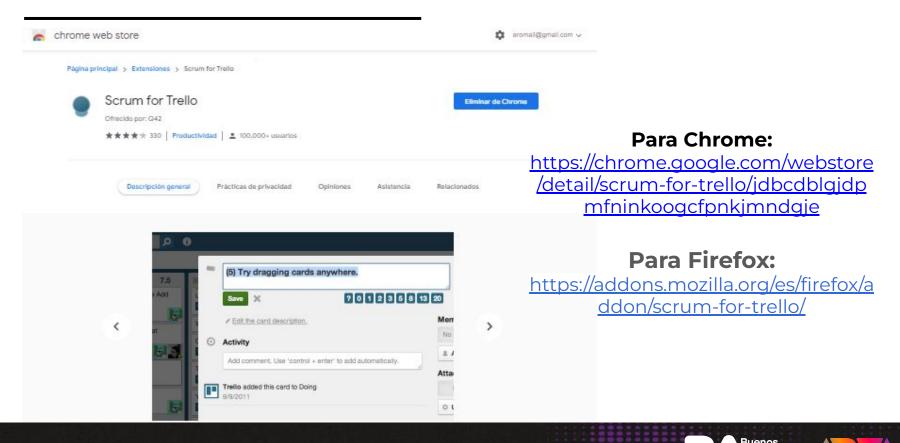








PLUGIN: SCRUM FOR TRELLO



¿PREGUNTAS?





iGRACIAS!

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