

PRODUCT BACKLOG SPECIFICATION

(Weight 10 pts | Due Friday, August 1, 2025, 23:59 GMT)

Context – Teams should have a working backlog from **Sprint 0 (02 Jun – 18 Jul 2025)**. Use this week to polish, ensure traceability, and upload the artefacts below. Only minor refinement is expected, not new discovery work.

- **Deliverable** – single PDF (≤ 6 MB) named **DCIT208_Backlog_<TeamName>.pdf** plus a public link (or screenshot) to the team's GitHub/Trello/Jira board.
- **No page limit**, but keep content readable and diagrams legible.

Detailed Section Guide

1. User Story Refinement (2 pts)

- Table *Epic ID, Original Epic, Derived US IDs*.
- Stories must follow INVEST and fit in ≤ 2 days of effort.

2. Sizing & Prioritisation (2 pts)

- Use Planning Poker or lightweight estimation. Fibonacci scale 1–13 (extended from 8 for flexibility) or T-Shirt (XS–XL) – state method used.
- Provide backlog total points and sprint velocity assumption.

3. Up-to-Date Story List (1 pt)

- Numbered *US-1 ... US-n*.
- For each: brief description, preconditions, postconditions.

4. Sprint-1 Planning (3 pts)

- Sprint-1 window: 02 Aug – 06 Aug 2025 (5 days).
- Select stories whose total $\approx \frac{1}{3}$ backlog total.
- Justify choice (dependencies, MVP value).
- Describe what a user can accomplish at Sprint-1 demo.

5. Design Sketches & UI (2 pts)

- Low-fidelity wireframes/mock-ups for UI-driven stories.
- Annotate main components and interactions.
- May embed Figma/Draw.io exports or hand-drawn scans.

Compliance & Integrity Notes

- **DevSecOps** – Story IDs must appear in commit messages; board columns reflect workflow (*Backlog* → *In Progress* → *Review* → *Done*).
- **Gen-AI Usage** – Allowed for placeholder text or UI mock-ups only if every member can explain generated artefacts.
- **Accessibility** – UI sketches should note at least one accessibility consideration (contrast, keyboard nav, etc.).

Marking Rubric (10 pts total)

Section	Pts	Evidence
1. User Story Refinement	2	Epics split into smaller stories; mapping table Epic → US-x
2. Sizing & Prioritization	2	Fibonacci (1–13) or T-Shirt sizes; high/med/low flag; total story-point sum
3. Up-to-Date Story List	1	Numbered list with pre/post-conditions
4. Sprint-1 Planning	3	Selected stories equal $\sim\frac{1}{3}$ of total backlog (three development sprints); rationale, expected demo scope
5. Design Sketches & UI	2	Updated wireframes or low-fi prototypes illustrating chosen.

Late penalty: –10 % per 24 h block after the deadline.