**Design thinking**

**Waterfall project:**

The waterfall management approach entails a clearly defined sequence of execution with project phases that do not advance until a phase receives final approval. When a phase is completed it can be difficult and costly to revisit a previous stage.

User stories:

User stories are short statements about a feature, written from a user’s perspective. A well-defined user story does not spell out the exact feature, but rather what the user aims to achieve to give agile teams the freedom to identify the best possible way to implement the feature.

Product backlog:

What is in a product backlog?

A product backlog is **a prioritized list of work for the development team that is derived from the roadmap and its requirements**. The most important items are shown at the top of the product backlog so the team knows what to deliver first.

1. As the current team capacity is ten story points  per iteration, a maximum of 6 story points could
2. be “Must Have”, and at least 2 Story Points  should be “Could-have”, what’s remaining are by
3. default “Should-Have”. Based on our prioritised  list, A & B might be assigned a “Must Have”,
4. C is a “should have”, and “D” is a “Could have”,  while “E” is a ‘won’t have’ in this iteration.

Timeboxing:hhhh

Timeboxing allocates a fixed (and maximum) unit of time to an activity. This unit is called a timebox, where the planned activity occurs.

It’s a more goal-oriented management plan, setting that one timebox to complete a particular task.