BUS 173 W — An Introduction to Agile Project Management

W7: Assignment – Prioritized Backlog

Based on the user stories you created in Week 6, you now need to prioritize each user story and estimate the size. For this assignment do the following:

1. Explain the process you will use for prioritizing the user stories. Explain your prioritization schema (i.e. 1 – 5 or Low, Med, High) and define the elements within the schema.
2. Explain the process you will use for estimating the user stories. You will use the following Fibonacci numbers for your estimates: 1, 2, 3, 5, 8, 13, 21.
3. Create a backlog that contains the stories, their prioritization, and their size estimate.

WHAT TO TURN IN:

- Document describing the process for Prioritization and for Estimating.
- Prioritized and estimated Backlog (**see MS-Excel document**)

Process for prioritizing user-stories

The product owner and key stakeholders have consulted with the product team and they have prioritized the user-stories according to the **MoSCoW** Technique:

"Must have" requirements are critical to the current delivery timebox in order for it to be a success. If even one Must have requirement is not included, the project delivery should be considered a failure (note: requirements can be downgraded from Must have, by agreement with all relevant stakeholders; for example, when new requirements are deemed more important). MUST can also be considered an acronym for the Minimum Usable SubseT.

"Should have" requirements are important but not necessary for delivery in the current delivery timebox. While Should have requirements can be as important as Must have, they are often not as time-critical or there may be another way to satisfy the requirement, so that it can be held back until a future delivery timebox.

"Could have" requirements are desirable but not necessary and could improve user experience or customer satisfaction for little development cost. These will typically be included if time and resources permit.

"Would have" requirements are still possible but unlikely to be included (and less likely than Could). This is then distinguished from

"X" for excluded requirements which are explicitly not included dropped or reconsidered for inclusion in a later timebox.

Process for estimating story points

The project team has independently estimated the rough time requirement for each user story. Those **Story points** are arbitrary measures used to gauge the effort required to implement user stories. The team has used the **Planning Poker** method with **modified Fibonacci Sequence** numbers (1,2,3,5,8,13,21,34) where a moderator presents one user story at a time to the team and the Product owner answers any questions the team might have about the story.

Each product team member (participant) selects a card representing his/her estimate of the "size" for the user story. Usually size represents a value considering time, risk, complexity and any other relevant factors.

When everybody is ready with an estimate, all cards are presented simultaneously. It doesn't really matter what the highest number on the scale is. The smallest user story is one story point, and the biggest one is 34 story points.

To know which story is a 3 and which is a 5 the team should find a baseline story. It does not have to be the smallest one, but one that all in the team can relate too (it could be the one whose size is 21 for example). From then on, all sizing should be done compared to that baseline.

If there is consensus on a number, then the size is recorded, and the team moves to the next story. In the (very likely) event that the estimates differ, the high and low estimators must defend their estimates to the rest of the team. The group briefly debates the arguments and a new round of estimation is made. The team continues until consensus has been reached and the moderator can record the estimate.

Source:

https://en.wikipedia.org/wiki/MoSCoW_method

http://www.the-program-manager.com/project-management/agile-estimating-tool-planning-poker-using-fibonacci-sequence/