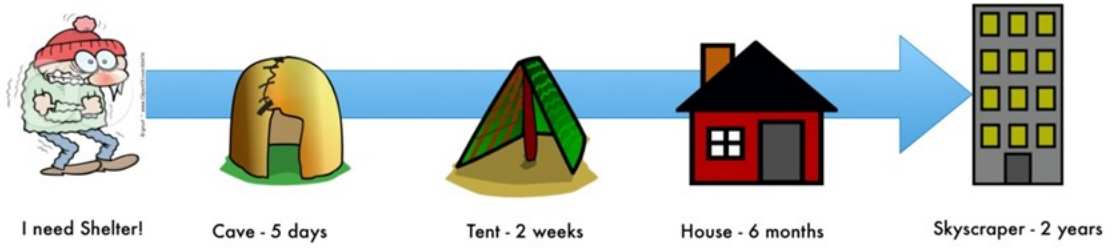
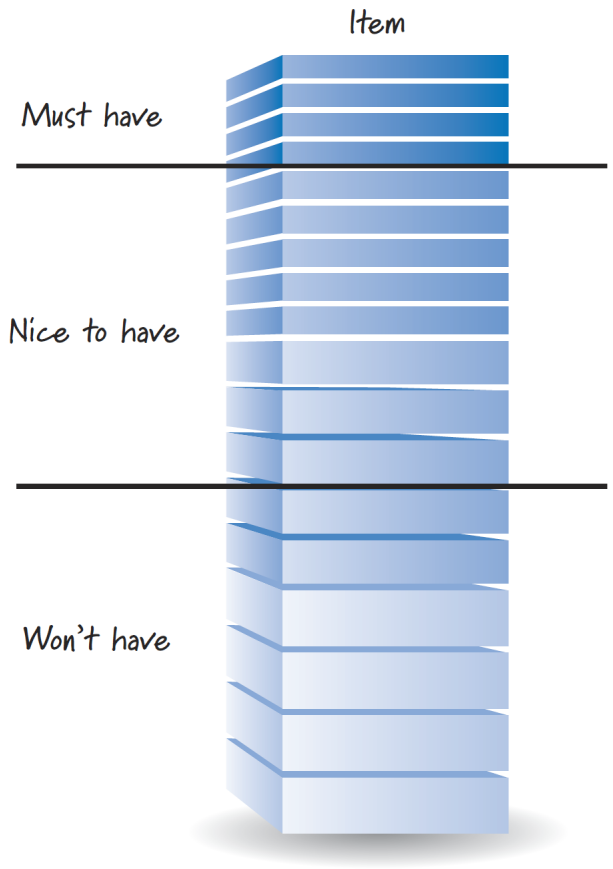
Release Planning [3]

- *Release planning* is longer-term planning that enables us to answer questions like "When will we be done?" or "Which features can I get by the end of the year?" or "How much will this cost?"
- Release planning is *not* a one-time event but rather a frequent, every-sprint activity.
- Each release should have a well-defined set of *minimum releasable features* (MRFs).



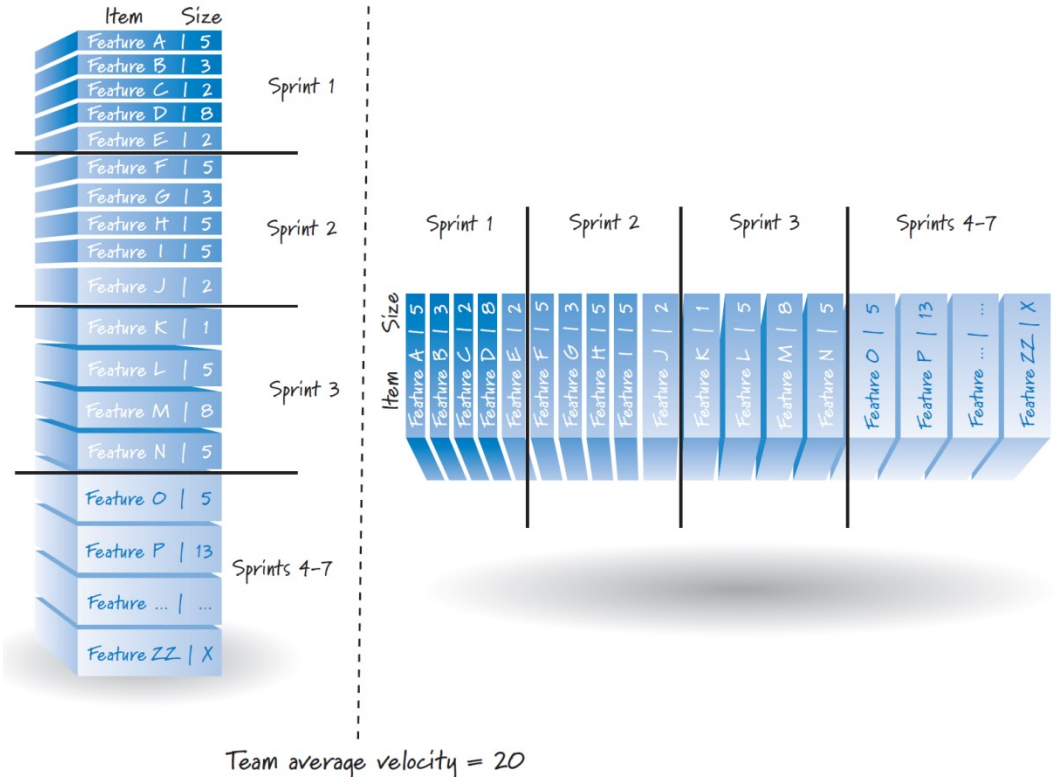
3. Prioritize Backlog Items

- Use a story map to determine business value.



4. Create a Sprint Map

- During release planning many organizations also produce a *sprint map*, indicating in which sprint some or many of the product backlog items might be created.
- Using our team's velocity, we can *approximate* a set of product backlog items for each sprint by grouping together items whose aggregate size roughly equals the team's average velocity.



Sprint Mapping (PBI Slotting)

6. Identify Release Constraints

- In Scrum, we don't believe it's possible to get it all right up front; consequently, we also contend that a fixed-everything approach *probably won't work*.
- Fixing scope and date and allowing the budget to be flexible assumes that *applying more resources* to a problem will increase the amount of work we accomplish and/or reduce the amount of time it takes to perform the work.

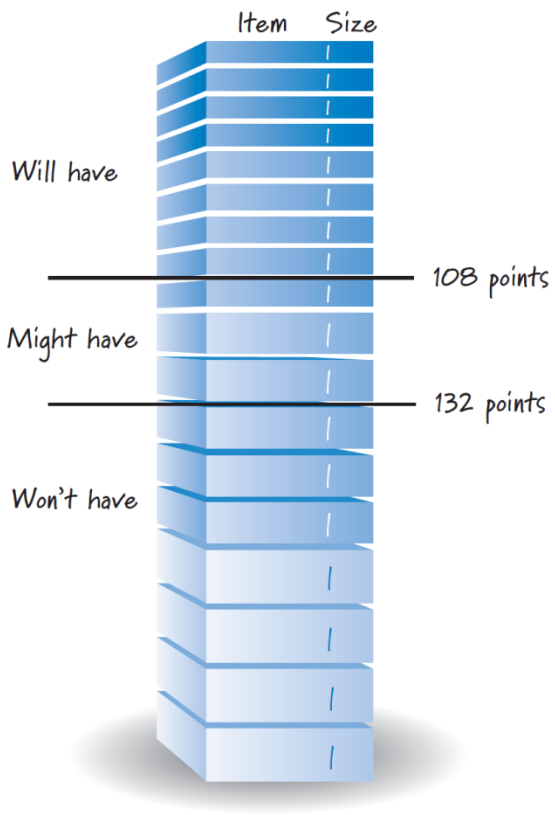
Project Type	Scope	Date	Budget
Fixed everything (not recommended)	Fixed	Fixed	Fixed
Fixed scope and date (not recommended)	Fixed	Fixed	Flexible
Fixed scope	Fixed	Flexible	Fixed (not really)
Fixed date	**Flexible**	**Fixed**	**Fixed**

7. Create a Fixed-Date Release Plan (I)

- Determine *how many sprints* are in this release.
- Groom the product backlog to a sufficient depth by creating, *estimating the size* of, and *prioritizing* product backlog items.
- Measure or estimate the *team's velocity* as a range (i.e. determine an average faster and an average slower velocity for the team).

7. Create a Fixed-Date Release Plan (II)

- Multiply the *slower velocity* by the number of sprints.
- Count down that number of points into the product backlog and draw a line. This is the "*will-have*" line.
- Multiply the *faster velocity* by the number of sprints.
- Count down that number of points into the product backlog and draw a second line. This is the "*might-have*" line.



7. Create a Fixed-Scope Release Plan (I)

- Groom the product backlog to include at least the PBIs we would like in this release by creating, *estimating* the size of, and *prioritizing* PBIs.
- Determine the *total size* of the PBIs to be delivered in the release.
- Measure or estimate the team's *velocity* as a range. Determine an average faster and an average slower velocity for the team.

7. Create a Fixed-Scope Release Plan (II)

- Divide the total size of the PBIs by the *faster velocity* and round up the answer to the next integer. This will tell us the *lowest* number of sprints required to deliver the features.
- Divide the total size of the PBIs by the *slower velocity* and round up the answer to the next integer. This will tell us the *highest* number of sprints required to deliver the features.