

Extra information on deliverables

Product vision

= description of how the stakeholders get value

- A simple way to generate a product vision is to use the *elevator statement* template
- FOR (customer) WHO (statement of need) THE (product name) IS A (type of product) THAT (has this compelling reason to buy/use).
UNLIKE (competitive products) OUR PRODUCT (is differentiated in these ways).

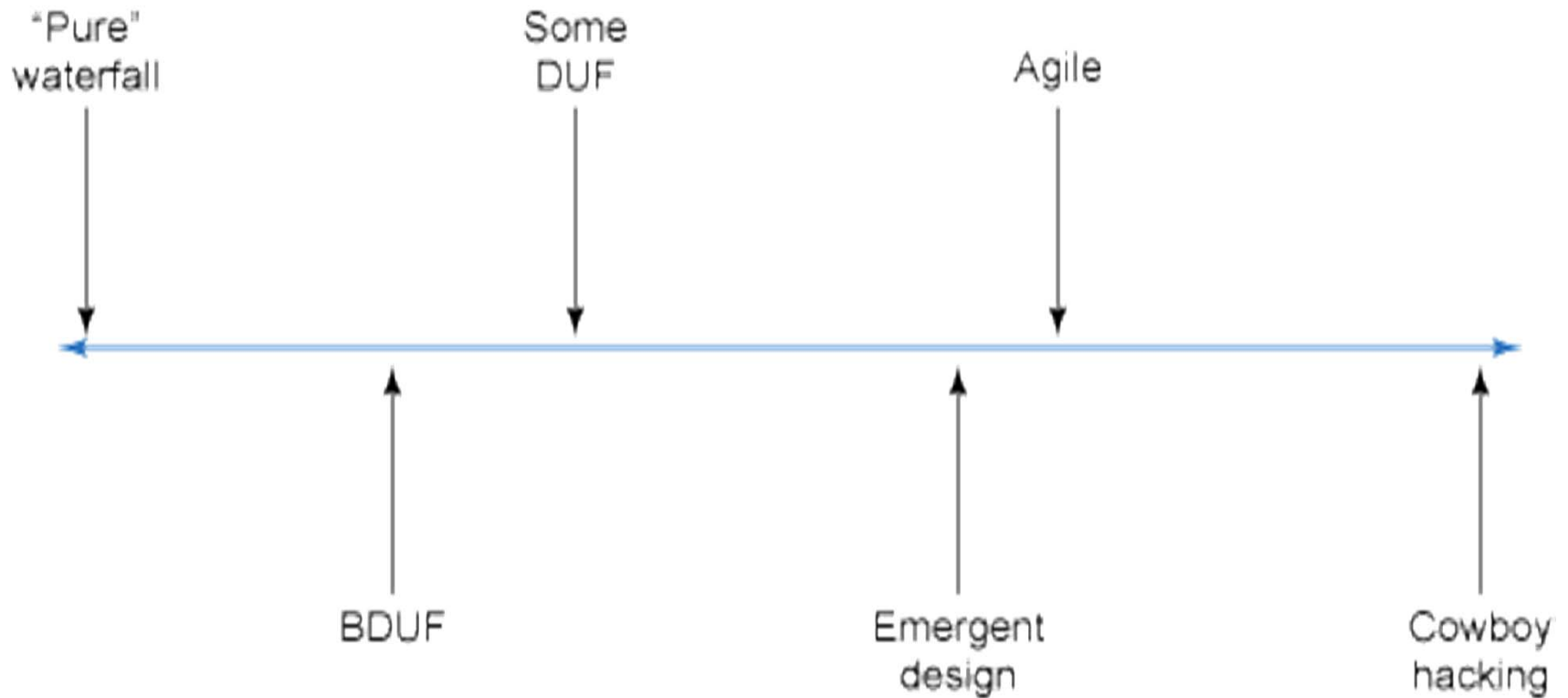
Product vision example

FOR book lovers WHO LIKE TO discuss and share experiences with like minded-people
mybookshelf.com IS AN internet community
THAT allows people to create their own virtual bookshelf and discuss their opinions and experiences. UNLIKE traditional discussion forums, OUR SERVICE provides tailored features to their needs.

Product vision

- Extra information can be found on p.292 and further of “Essential Scrum” (available online @ Safari Books)

Emergent Architecture



Planned *versus* emergent

- **Planned architecture** = design time artifact, something that is envisioned, designed and then implemented, is mainly static
- **Emergent architecture** = architecture-as-is, emerges from efforts and intentions of many people, changes along the way

Emergent architecture guidelines

- Think of **high-level components, deployment**
- Later on, the interfaces between components, sub-systems become important
- Details can be filled in later on during each sprint → living document
- Not a detailed UML class diagram, just everything you need to work together in a team

Backlog

- A (prioritized) list of items, typically user stories
 - Features
 - Defects
 - Technical work
 - Knowledge acquisition

User story

A user story describes functionality of a system that will be valuable to a **Non Development Team (NDT) stakeholder** of a system or software. User stories are composed of three aspects:

- a **written description or short title** of the story used as a token for planning and as a reminder to have conversations
- **conversations** about the story that serve to flesh out the details of the story
- **acceptance tests** that convey and document details and that can be used to determine when a story is complete

User story (example 1)

A company can pay for a job posting with a credit card.

Note: Accept Visa, MasterCard, and American Express.

Consider Discover.

User story (example 2)

A company can pay for a job posting with a credit card.

Note: Will we accept Discover cards?

Note for UI: Don't have a field for card type (it can be derived from first two digits on the card).

Tasks

- Individual steps that a team performs in order to complete a backlog item
- Defined to be small
 - A few hours to a day (or 2) of work, typically 4 – 16 hours

Tasks

- Examples
 - Create database
 - Writing business logic
 - Write UI for feature
 - Write tests

When is something “done”?

- If it can be shipped to the stakeholder