

# Product Vision and Planning

Willem Vaandrager  
4175115

Elgar de Groot  
4091108

Johnny Verhoeff  
4137175

Hugo Reinbergen  
4161173

Koos van der Linden  
4133145

March 6, 2013

# Contents

|          |  |          |
|----------|--|----------|
| <b>1</b> | <b>Introduction</b>                              | <b>2</b> |
| <b>2</b> | <b>Product</b>                                   | <b>3</b> |
| 2.1      | Product vision . . . . .                         | 3        |
| 2.2      | High-level product backlog . . . . .             | 3        |
| 2.3      | Roadmap . . . . .                                | 3        |
| <b>3</b> | <b>Product backlog</b>                           | <b>4</b> |
| 3.1      | User stories of features . . . . .               | 4        |
| 3.2      | User stories of defects . . . . .                | 4        |
| 3.3      | User stories of technical improvements . . . . . | 4        |
| 3.4      | User stories of know-how acquisition . . . . .   | 4        |
| 3.5      | Initial release plan . . . . .                   | 4        |
| <b>4</b> | <b>Definition of Done</b>                        | <b>5</b> |
| 4.1      | DoD for a Feature . . . . .                      | 5        |
| 4.2      | DoD for a Sprint . . . . .                       | 5        |
| 4.3      | DoD for a Release . . . . .                      | 5        |

## Chapter 1

# Introduction

## Chapter 2

# Product

2.1 Product vision

2.2 High-level product backlog

2.3 Roadmap

## Chapter 3

# Product backlog

- 3.1 User stories of features
- 3.2 User stories of defects
- 3.3 User stories of technical improvements
- 3.4 User stories of know-how acquisition
- 3.5 Initial release plan

# Chapter 4

## Definition of Done

The definition of done (DoD) is a guideline to review the work that has been done and if it will be acceptable for release. To have a definition of what is done and what is not makes it easy for team members to correct each others work, but also to check if your own work is ready. This section is divided in three parts. The first will describe a definition of done for a feature or a user-story. These are the product backlog items that are due in one sprint. The next part is a definition of done for a whole sprint. This focuses mainly on the integration of the different features. The last is the definition of done for a release. The release has most of the features implemented and is potentially ready to ship.

### 4.1 DoD for a Feature

- Unit tests written
- Code complete
- Unit tests are executed and passed
- Integration tested
- Performance tested
- Code sufficiently commented and documented
- Code is reviewed with automatic tools or by peers

### 4.2 DoD for a Sprint

- All features and user-stories that are not done added to product backlog
- New code is properly merged and tagged
- Code is re-factored to make it maintainable and expandable
- UML diagrams are updated
- Sprint has product owner approval

### 4.3 DoD for a Release

- Thoroughly automatically tested
- Manually tested
- Product owner approval
- Product is properly packaged

