Planning

After everyone knows what the project is about and main ideas on how to make it work, it is time to start planning exactly what to do. In scrum the first step is to come up with user stories in cooperation with the product owner. User stories describe use case scenarios which should be implemented in the program. When user stories are finished and confirmed by product owner, it is time to put all user stories into product backlog. It is a good idea to prioritize use cases in backlog, so when the time comes to create sprint backlog, it is easier to figure out which tasks should be done first. After finishing the product backlog, the next useful step is to create burndown chart for the project. Burndown chart is a simple way to keep track of team’s progress. It also helps spot critical times and dangers in project, like if a team needs to do a spike on certain topic, but doing a spike might put the team behind schedule or if a team finishes all tasks endorsed for 2 weeks in a single week instead. Creating a burndown chart should not be a problem for more experienced programmers, but it might be a problem for beginners though, because at first it is quite difficult to estimate the amount of work that goes into each use case, iteration and the whole project. If estimating is a weak spot, then planning poker might come in handy. In planning poker each member of the team writes down the number of hours it would take him/her to finish a specific task. Person with highest number has to then explain why it would take that amount of time. After argumenting over the given solution the whole team has to agree on the same number of hours that gets put into the backlog. When all is set and done, it is time to start coding.