BACKLOGS

PRODUCT BACKLOG / SPRINT BACKLOG

A prioritized features list, containing short descriptions of all functionality desired in the product.
In the simplest definition the product backlog is simply a list of all things that needs to be done within the project.
A sorted list of work for the development team that is derived from the roadmap and the requirements.
Roadmap breaks down into several epics, and each epic will have several requirements and user stories.
The most important items are shown at the top of the product backlog so the team knows what to deliver first.

The owner of the product backlog is the product owner.
The product owner focuses more on the “what,” while the “how” is left up to the team to decide.

Once the product backlog is built, it's important to regularly maintain it to keep pace with the program.
The product backlog is allowed to grow and change as more is learned about the product and its customers.
The product owner and team should collaborate about an hour per week on backlog refinement / grooming to convert large fuzzy requirements into more detailed user stories.

The predominant way to express features is in the form of user stories, which are short, simple descriptions of the desired functionality told from perspective of the user.

> "As a shopper, I can review items in my shopping cart before checking out so that I can see what I've already selected."

There is in essence not much difference between a bug and a new feature, since each describes something different that a user wants, so bugs could also be put in the product backlog.

The product owner shows up at the sprint planning meeting with the prioritized product backlog and describes the top items to the team.
The team then determines which items they can complete during the coming sprint and then moves items from the product backlog to the sprint backlog.
Only a subset of the product backlog items is tackled by the team in a given sprint.

During sprint planning, and during the sprint itself, the team discovers and tracks the tasks necessary to accomplish each product backlog item in the sprint backlog.
The tasks necessary to complete each user story are identified and it is estimated how many hours each task will take someone from the team to complete.
Tasks are identified during sprint planning and become part of the sprint backlog.
A user story is typically functionality that will be visible to end users and it would be very rare for a user story to be fully developed by a single person.
A task is generally worked on by just one person and could be something like code this, design that, create test data for such-and-such, automate that and so on.
Stories contain multiple types of work (Programming / Testing / Database design / User interface design / Analysis) while tasks are restricted to a single type of work.
A task is a piece of activity that is required to get a story done and should be possible to complete in maximum a day.

The sprint backlog is a list of tasks identified by the team to be completed during the sprint.
During a sprint, team members are expected to update the sprint backlog as new information is available, but minimally once per day, possibly during the daily scrum.
Once each day, the estimated work remaining in the sprint is calculated and graphed by the scrum master, resulting in a sprint burndown chart.
A burn down chart is a graphical representation of work left to do versus time.
It is a run chart of outstanding work, useful for predicting when all of the work will be completed
The outstanding work (Backlog) is often on the vertical axis, with time along the horizontal.

EXAMPLE – PRODUCT BACKLOG

Priority	Product Backlog Items	User Story #	User Story	Story Point	Estimate (Hours)
1	Database Creation	9	As an operations engineer, I want to be able store all customer information, so that I can serve to customers.	40	240
2	Login Page	15	As a site member, I want to login the site, so that I can do online shopping.	20	160
3	Category Page	23	As a site member, I want to be able to look for different categories of brands, so that I can choose what I want.	100	400
4	Payment Process	18	As a site member, I will be able to make payment, so that my deliveries can be shipped.	40	240
5	Contact Page	3	As a site member, I want to be able to find contact information of the site, so that in case I need, I can contact.	13	80
6	Banner Area	1	As a marketing personnel, I want to be able to make advertisement, so that I can attract visitors	8	40

EXAMPLE – SPRINT BACKLOG

User Story	Tasks	Day 1	Day 2	Day 3	Day 4	Day 5	...
As a member, I can read profiles of other members so that I can find someone to date.	Code the ...	8	4	8	0		
	Design the ...	16	12	10	4		
	Meet with Mary about ...	8	16	16	11		
	Design the UI	12	6	0	0		
	Automate tests ...	4	4	1	0		
	Code the other ...	8	8	8	8		
As a member, I can update my billing information.	Update security tests	6	6	4	0		
	Design a solution to ...	12	6	0	0		
	Write test plan	8	8	4	0		
	Automate tests ...	12	12	10	6		
	Code the ...	8	8	8	4		

EXAMPLE – BURNDOWN CHART