Product Management

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AMOS D01

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Agenda

- 1. Product owner
- 2. Product goal
- 3. Product glossary
- 4. Product backlog
- 5. Feature specification
- 6. Feature prioritization
- 7. Feature archive

1. Product Owner

Product Management (Recap)

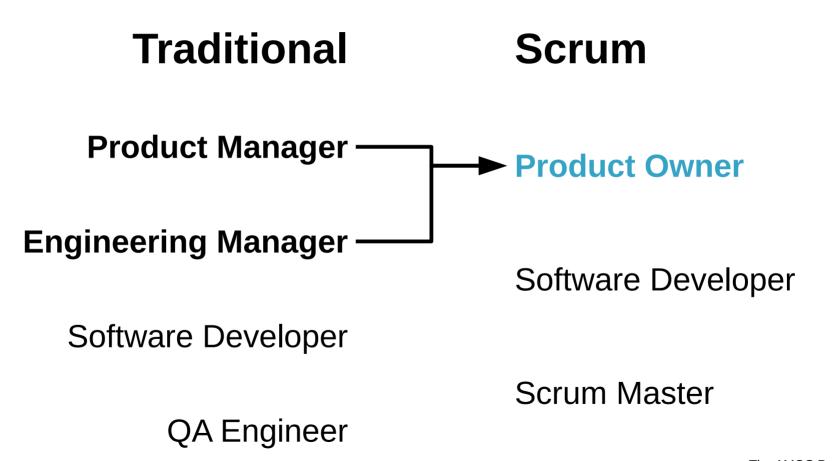
- Product management
 - Is the **management** of a company's products
 - Along the product's life-cycle
 - Across the product portfolio (if any)

Product Management (Simplified) (Recap)

What?

What first?

Traditional to Scrum Role Mapping (Recap)



Product Owner

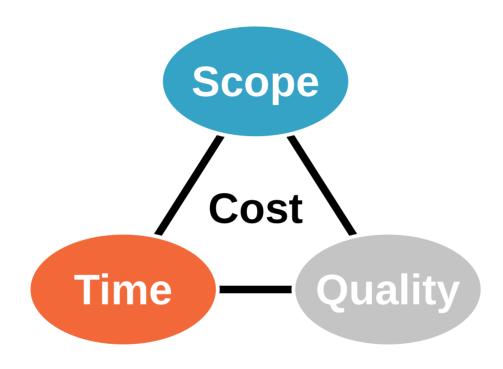
Product owner

- Holds overall responsibility for the product being developed
- Provides
 - product vision,
 - product requirements, and
- Plans and helps plan development and
- Tracks progress.

Product Owner Processes and Artifacts

Processes	Artifacts
Opportunity Assessment	Product Vision
Product Specification	Product Glossary, Product Backlog, Feature Archive
Product Planning	Sprint Backlog Release Plan
Progress Tracking	Development Speed Burn-down Charts

Product Owner Focus



2. Product Goal

Opportunity Assessment (Practices)

Research Market

- Responsible: Product owner
- Artifact: Marketing requirements document (MRD)
- Collaborators: Market / customer, funder / sponsor
- Note: not part of Scrum proper

Articulate product goal

- Responsible: Product owner
- Artifacts: Product vision and project mission
- Collaborators: None



[show | tell] — [signup | login | configure]

Last Viewed		Praise it!
Praise: 9.67		O 10
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Photo by <u>testuser</u>		○ 5
		O 4
Photo Filter		○ 3
Click to toggle filter!		O 2
		° 1
Filter!		Or <u>skip</u> it.
	Who/what/where is that?	
	Click to show/hide description!	
Community	Photo by testuser	
<u>lt is Wahlzeit!</u>		

a friend about this photo: http://localhost:8585/x1ac1.html — Send Email to the owner of this photo! Please help keep this community site clean! Flag photo as inappropriate if necessary.

This website is to show the best in photos!

Wahlzeit / Flowers Product Vision (Example Artifact)

• The Flowers social network helps flower enthusiasts worldwide to connect with each other and enjoy following their favorite hobby online. Centered on showing and rating favorite flower photos, it inspires growing and presenting ever more beautiful flowers. With a highly engaged user community, Flowers is the best place for producers and sellers of gardening supply to reach out to customers and engage with them. Such engagement involves understanding flower enthusiasts' needs around gardening supplies and selling to them.

Product Vision (Artifact)

Product vision

- Captures
 - The essence of the product and
 - The reasons for its existence as the business value it provides to users
- Names users and customers; it embodies the core structure of an underlying business model

Other properties

- Inspiring: Inspires users / customers
- Timeless: Is not bound to a schedule
- Focused: Reduces to the essentials
- Decision aid: Is the ultimate arbiter

Wahlzeit / Flowers Project Mission (Example Artifact)

The mission of this project is to create an MVP for Wahlzeit with the Flowers extension.
Core functionality will be showing and rating photos, basic user management, case management, and minimal system administration.

Project Mission (Artifact)

- Project mission
 - Captures
 - What the team has committed to achieving
 - Within the given project time-frame

3. Product Glossary

Product Specification 1/3 (Practices)

Create Glossary

Responsible: Product owner

Artifact: Glossary

Collaborators: Market / customer, developer

Maintain Glossary

Responsible: Product owner

Artifact: Glossary

Collaborators: Market / customer, developer

Example Glossary (Artifact)

Term	Definition
Individual Photo Rating	A photo rating by a single user of a particular photo at a given point in time.
Overall Photo Rating	A photo rating that represents the community's ranking of the photo in question. Over time, a photo accumulates a large number of individual ratings. The overall rating is the average of those individual ratings.
Photo	A photo is a flower photo that has been uploaded (and is owned) by a system user. A photo has a status that determines its accessibility.
Photo Rating	A numerical value 110 that rates a given photo.
Photo Sharing Policy	Flowers has a photo sharing policy. The policy determines what an acceptable photo is. Photos are unacceptable if they are unrelated to the Flower's purpose (i.e. offtopic),

Glossary (Artifact)

Domain glossary

- A list of concepts and their definition from the product being developed
- The missing link between the vision and the product backlog
- Is a "poor man's approach" to a domain model

Glossary entries

- Definitions are short; rarely longer than a paragraph
- Glossary entries are human readable
- Usually not machine-processable

Connecting Vision with Product Backlog



Quality Criteria for Glossaries

Main entries

- Have a clear fully-defined name for glossary entry
- Have a crisp "is a" definition, followed by secondary properties
- Vary based on type (main concept, enumerations, stati, etc.)

Synonyms

Synonyms are listed as their own entries

Shorthands

Shorthands point to the full name (not the other way around)

Quiz: What is Wrong With These Entries?

Term	Definition
KPI	KPI stands for Key Performance Indicator, which is a type of performance measurement. An organization may use KPIs to evaluate the success of a particular activity in which it is engaged.
Visualization	Here visualization means data or information visualization. Charts, graphs, images and other visualization methods are used for presenting the data. In this application we focus on visualization
JSON	JSON (JavaScript Object Notation) is a lightweight data-interchange format. It is easy for humans to read and write. It is easy for machines to parse and generate

4. Product Backlog

Product Specification 2/3 (Practices)

Specify Feature

Responsible: Product owner

Artifact: Feature

Collaborators: Market / customer

Prioritize Features

Responsible: Product owner

Artifact: Product backlog

Collaborators: Market / customer

Manage Features

Responsible: Product owner

Artifact: Product backlog, feature archive

Collaborators: Software developer

Example Product Backlog (Artifact)

	Α	В	С	D	Е	F
1	ID	Theme	Short Name	Item Description	Acceptance Criteria	Size
2	13	Photo Showing and Rating	Show Next Photo	As a visitor, I am presented with a random photo when I go to the website	Repeated visits to the site provide different photos	8
3	14	Photo Showing and Rating	Rate Photo and Proceed	As a visitor, I can rate a photo with a numerical value 1-10; after rating another photo is shown	The rating is stored and an average value is computed	8
4	15	Photo Showing and Rating	Show or Hide Photo Caption	As a visitor, I am presented with a photo caption, which I can expand to full photo data	A first click shows me the photo data, a second click hides it again; repeat	8
5	16	System Administration	Create Default Admin	As a sysadmin, I can create a default application administrator from the command line	After running the command, a default "admin" account with default password "dingdong" exists and can be used	5
6	17	System Administration	Startup and Shutdown Scripts	As a sysadmin, I can startup and shutdown the service from the command line	Three consecutive startup and shutdown command line invocations leave the system in a consistent state	3
7	18	System Administration	Reboot and Shutdown UI	As a administrator, I can reboot or shutdown the service using a graphical UI	The command is only available to the administrator role and shuts down the system to a clean restartable state	5
8	19	System Administration	Cold Backup and Restore	As a sysadmin, I can backup all data to files and reload it fresh while the system is down, using the command line	Running restore after backup recreates the same identical system	8
	20	User Feedback	Flag Photo	As a user, I can flag a photo as	The flagged photo cannot be	8

Product Backlog (Artifact)

Product backlog

- Is a prioritized list of product backlog items
- Scrum's PRD and the product owner's primary work artifact
- Does not contain any task descriptions or assignments
- Is a living document (rather than static) and keeps evolving

Other properties

- Focused: On creating value
- Complete: For current iteration
- Prioritized: According to current needs
- Evolving: Used in future iterations

Product Backlog Item (Artifact)

Product Backlog Item

- Is an entry in the product backlog
- Is expected to have business value

Other properties

- Has various fields, most notably:
 - Theme
 - Short name
 - Item category
 - Item description
 - Acceptance criteria
 - Estimated size



Types of Product Backlog Entries

Feature

 A feature is a distinguishing characteristic of a software item (for example, performance, portability, or functionality) [IEEE 829]

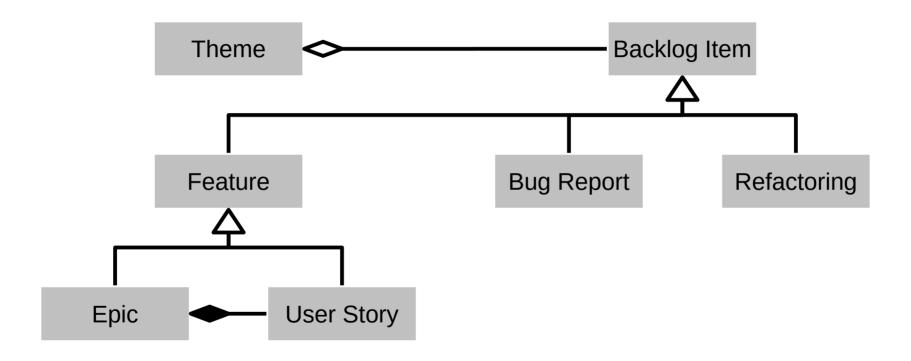
Epic

 An epic is a large feature awaiting break-down into smaller features; in a product backlog, it acts as a placeholder for these smaller features

(User) story

- A user story is a feature presented using a the user-story-pattern that is small enough to be implemented in a sprint
- Refactoring
- Bug report

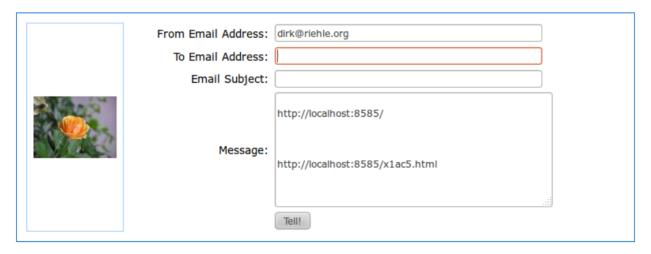
Model of Product Backlog Items



Wahlzeit / Flowers – Tell-a-Friend Implemented



Tell a friend!



This website is to show the best in photos!

5. Feature Specification

Working with Product Backlog Items

- Specifying
- Prioritizing
- Managing

Two Ways of Describing Features

Illustrations

- Properties
 - Naturally incomplete
 - Used to create discussion
- Notations
 - Prose
 - Simple User Story
 - Regular User Story
 - Structured Sentence

Specifications

- Properties
 - Trying to be complete
 - Used in contracting
- Notations
 - Prose
 - Use Case

Example Using Simple User Story

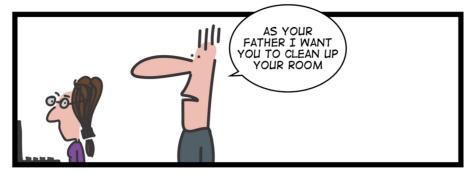
Tell a Friend

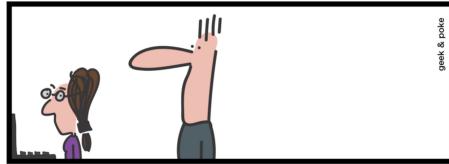
As a Flowers user, I need a function to tell a friend about a flower photo, so that I can share my passion for flowers and increase my network.

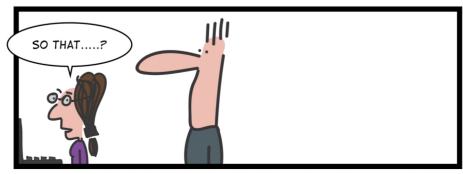
Properties

- Follows pattern
 - As a *user role*
 - I need a *function*
 - So that I get business value
- Applicability
 - Used to start discussions
 - Unsuitable for contracts

AGILE FAMILIES







MAKE SURE YOUR USER STORY IS CORRECTLY PHRASED

Example using Regular User Story

Tell a Friend User Story

The user clicks on "Tell a Friend" and is shown a new dialog. The user enters their email address, the friend's email address, a subject and a message to that friend. Upon clicking OK, an email is sent to the friend.

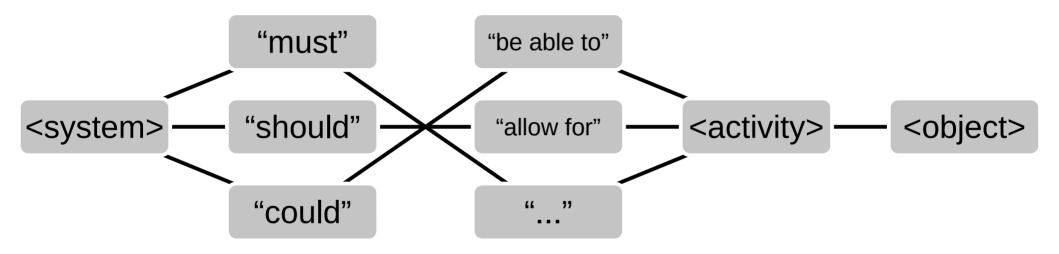
Acceptance Criteria

- A valid email is sent
 - Proper from: and to: fields
 - Proper content incl. valid links
- Sender is cc:ed on email

Properties

- Tells a story
 - Told from user perspective
 - Is exemplary, not complete
- Provides acceptance criteria
 - Should not add to specification
 - Used in validating implementation
- Applicability
 - Used to start discussions
 - Unsuitable for contracts

Structured Sentence (Template)



Example using Structured Sentence

Tell a Friend

Flowers must allow the user to send an email to a friend about the photo they were looking at.

Properties

- Describes a requirement
 - Is declarative in nature
 - Has defined semantics
- Open to interpretation
 - No specification is complete
 - May contain inconsistencies
- Applicability
 - Suitable for contracts

Example using Prose

Tell a Friend

A user can click on **TELL A FRIEND** in the menu and below each photo. If s/he does so, he sees a new page with an email dialog. The fields are **FROM**, **TO**, **SUBJECT**, and **BODY**. The user can fill in only valid email addresses. The body is prefilled with the photo link. Upon **OK**, the email is sent, with the user cc:ed. Upon **CANCEL**, no email is sent. After this, the dialog returns to the main page with a status message **EMAIL SENT** above the main viewing area.

Properties

- Describes a model
 - Tries to be complete
 - Can be used in contracting
 - Used in implementation validation
- Open to interpretation
 - No specification is complete
 - May contain inconsistencies
- Still dominant in industry!

Example using Use Case 1/2

Name: Tell a Friend

Description: Allows a user to tell a friend

by email about Flowers

Actors: User, Visitor

Includes: None

Triggers: Menu Selection on Photo Page

Preconditions: Defined photo function is

launched from

Invariants: None

Postconditions: On OK, email is sent;

upon cancel, no email is sent

Default Scenario

- 1. User clicks on link
- 2. System provides dialog
- 3. User fills in fields
- 4. User clicks OK
- 5. System sends email
- 6. System returns to main page

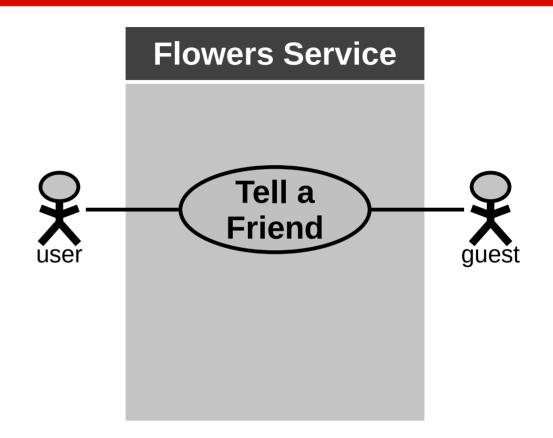
Alternative Scenarios

- 1. User clicks on link
- 2. System provides dialog
- 3. User clicks cancel
- 4. System returns to main page

Example using Use Case 2/2

Properties

- Describes a model
 - Tries to be complete
 - Can be used in contracting
- Applicability
 - Used in implementation validation
 - Used for specification guarantees
- Used in industry
 - Part of UML, good tool support



Acceptance Criterion [DR]

- An acceptance criterion for a backlog entry
 - Is a proposition that must be true
 - Before the entry can be accepted (signed-off on)

Acceptance Criteria [DR]

- The (list of) acceptance criteria of a backlog entry
 - Is a list of propositions
 - That must all be true before the entry can be accepted

Story Points

Story point

An arbitrary numeric measure of size of a given feature

Properties

- Is a measure of size, not of effort or duration
- Measured in non-linear increments, forcing choice
- Is socially agreed upon, depends on team estimation history
- Is independent of a particular person (and their skills)
- Is mapped to time using the team's velocity (dev. speed)

Points	Meaning					
0	No effort					
1	Minimal effort					
2	Small effort					
3	Medium effort					
5	Large effort					
8	Very large effort					
13	Too large effort					

Size vs. Effort

Size

- Measured in arbitrary unit
- Are an estimate of complexity
- Are independent of time
- Does not depend on people

Effort

- Measured in person hours
- Are an estimate of "duration"
- Typically, this is "ideal time"
- Depends on implementer

Quality Criteria for Feature Descriptions

ndependent: Features should be independent of each other. N egotiable: A feature is man-made, not cast in stone. aluable: Every feature should have business value. stimatable: A feature should be precise so that size can be estimated. mall: A feature should be small enough for one iteration. estable: A feature should have testable success criteria.

Quiz: What's Wrong with this Story? 1/3

User Registration

When trying to upload a profile photo, an unregistered user is first asked to register. After finishing registration, the user is automatically logged in. Then he or she can upload their profile picture. Upon successful completion of the upload, an email is sent to all friends.

Acceptance Criteria

- User is registered
- Photo is uploaded
- Email is sent

Quiz: What's Wrong with this Story? 2/3

Spam-free Reg. Email

Right after user registration, an email is sent to the unverified email address of the user with a unique link that verifies the user's account when he/she clicks on it (see Verify User by E-Mail). The email goes directly into the inbox of the user passing the spam filter.

Acceptance Criteria

- All tags closed, no bad HTML code
- No IP address in URL (plain text)
- No user name in subject/email
- No numbers in subject
- No catchy words in subject
- No capital letters in subject
- Avoid utilizing phrases like "click here"
- No BCC distribution
- No dirty words
- No images in email
- Max. 2 colors in mail (no signal colors)
- No big headings (max. size 14)
- Check email against a Spam checker

Quiz: What's Wrong with this Story? 3 / 3

Learn Java

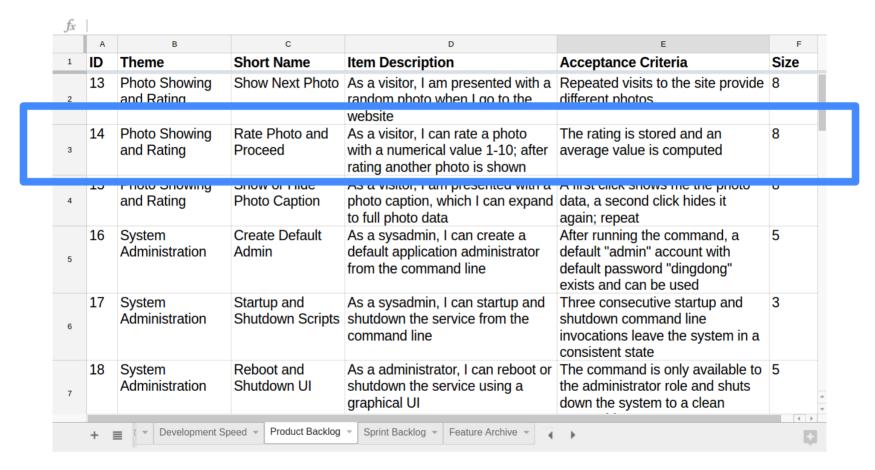
As a software developer, I need to improve my Java skills, so that I can program faster and deliver more business value.

Acceptance Criteria

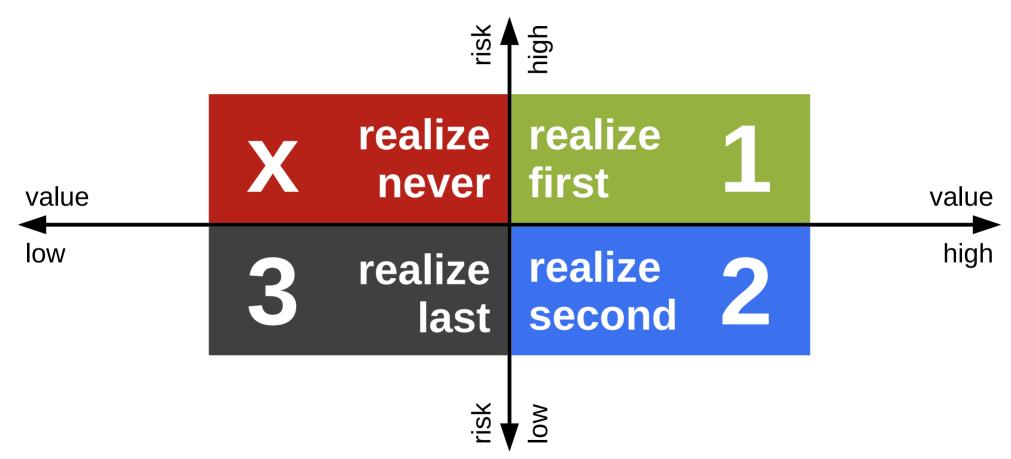
I can do more story points per iteration

6. Feature Prioritization

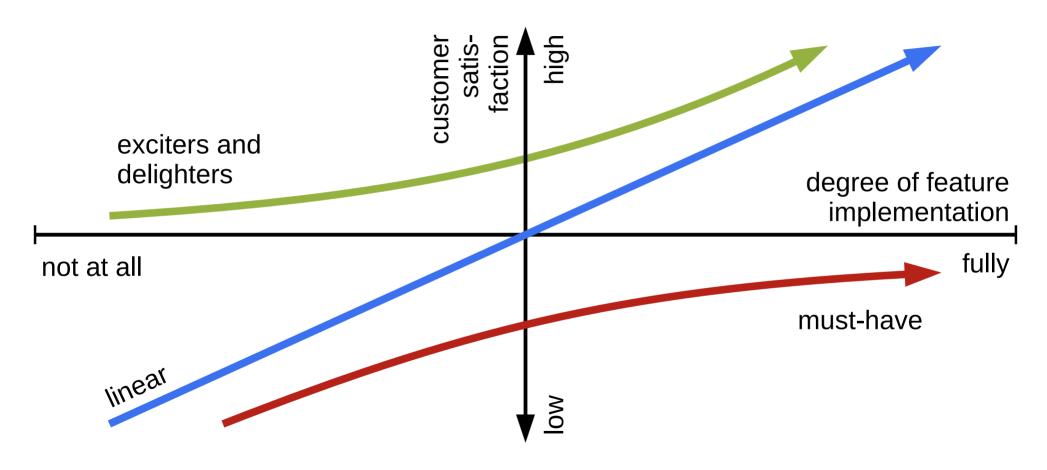
Item in Product Backlog (Artifact)



Prioritizing Features by Value and Risk



Classifying Features by Kano Model



Feature Priority Categories

- 1. Essential / High
- 2. Conditional / Medium
- 3. Optional / Low

Quiz: How to Prioritize These Features?

1. Login

As a guest, I can login using my user account to get access to user functionality

3. Lock-out User

As a user, my account is blocked, if I fail three times in a row when trying to log in

2. Logout

As a logged-in user, I can logout to free up the computer for some other person

4. Tell a Friend

As a guest, I can tell my friends by email about a flower photo to share my passion

Relative Weighting (Practice) 1 / 2 [W99]

Definition

- A prioritization technique for
 - Medium-priority features that are
 - Independent of each other and of
 - Roughly the same or similar effort
- Works up to a dozen features

Key inputs

- Customer: Relative benefit [1..9]
- Customer: Relative penalty [1..9]
- Developer: Relative cost [1..9]
- Developer: Overall risk [1..9]

Relative Weighting (Practice) 2 / 2

Feature	Relative Benefit	Relative Penalty	Total Va- lue	Value %	Relative Cost	Cost %	Relative Risk	Risk %	Priority
1. Query status of a vendor order	5	3	13	8.4	2	4.8	1	3.0	1.345
2. Generate a Chemical Stockroom inventory report	9	7	25	16.2	5	11.9	3	9.1	.987
3. See history of a specific chemical container	5	5	15	9.7	3	7.1	2	6.1	.957
4. Print a chemical safety datasheet	2	1	5	3.2	1	2.4	1	3.0	.833
5. Maintain a list of hazardous chemicals	4	9	17	11.0	4	9.5	4	12.1	.708
6. Modify a pending chemical request	4	3	11	7.1	3	7.1	2	6.1	.702
7. Generate an individual laboratory inventory report	6	2	14	9.1	4	9.5	3	9.1	.646
8. Search vendor catalogs for a specific chemical	9	8	26	16.9	7	16.7	8	24.2	.586
Totals	54	46	154	100	42	100	33	100	

7. Feature Archive

Feature Archive

The feature archive contains all the functionality provided by the current state of the product. [DR]

Feature Archive [DR]

- Feature archive
 - Contains all functionality
 - Provided by the current state of the product

Summary

- 1. Product owner
- 2. Product goal
- 3. Product glossary
- 4. Product backlog
- 5. Feature specification
- 6. Feature prioritization
- 7. Feature archive

Thank you! Questions?

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