

Prioritization & Sequencing of Work Items



Jeff Kosciejew

AgileMagic.ca

PRAIRIE DEV CON

WEB | DEV | CLOUD | AI



What is “Value”?



AGILEMAGIC



AGILEMAGIC

Product Owner Value Game

Originally created by Dajo Breddels & Paul Kuijten



AGILEMAGIC

Overview & Objective

- Each group is one team
- You're competing against all the other teams in the room, and all the teams that have gone before you!
- You have five iterations, or 40 minutes, whichever comes first
- You have one objective:
Earn as many Business Value Points as possible



AGILEMAGIC

How to Play

- Each Iteration, your team will start with 20 effort points
 - Think of this as your team's capacity
- Use the points to:
 - Refine a feature (costs 2 points)
 - Refine a story (costs $\frac{1}{2}$ point)
 - Implement a story (cost shown in the circle)





Available Options:

- ✓ Refine a feature (costs 2 points)
- ~~✗ Refine a story (costs ½ point)~~
- ~~✗ Implement a story (cost shown in the circle)~~

[illegible]



Flip the
Feature Over

After Refinement		
FEATURE 5		
User Story	Points	Value
User Story 15	1	50
User Story 31	3	500
User Story 40	5	650
User Story 43	8	400
Total	17	1600

Product Owner Value Game - @dabibreddels

- ✓ Refine a feature (costs 2 points)
- ~~✗ Refine a story (costs 1/2 point)~~
- ~~✗ Create a story (cost shown in the circle)~~



Available Options:

- ✓ Refine a feature (costs 2 points)
- ✓ Refine a story (costs ½ point)
- ~~✗ Implement a story (cost shown in the circle)~~

[illegible]

After Refinement		
FEATURE 5		
User Story	Points	Value
User Story 15	1	50
User Story 31	3	500
User Story 40	5	650
User Story 43	8	400
Total	17	1600

Product Owner Value Game - @dajobreddels

A large blue circle containing the number 2, representing User Story 23. Below the circle, the text "Business Value Points 50" is displayed. At the bottom, the footer text "Product Owner Value Game - @dajobreddits" is visible.

Available Options:

Refine a feature (costs 2 points)

Refine a story (costs ½ point)

Implement a story (cost shown in the circle)

[illegible]

Available Options:

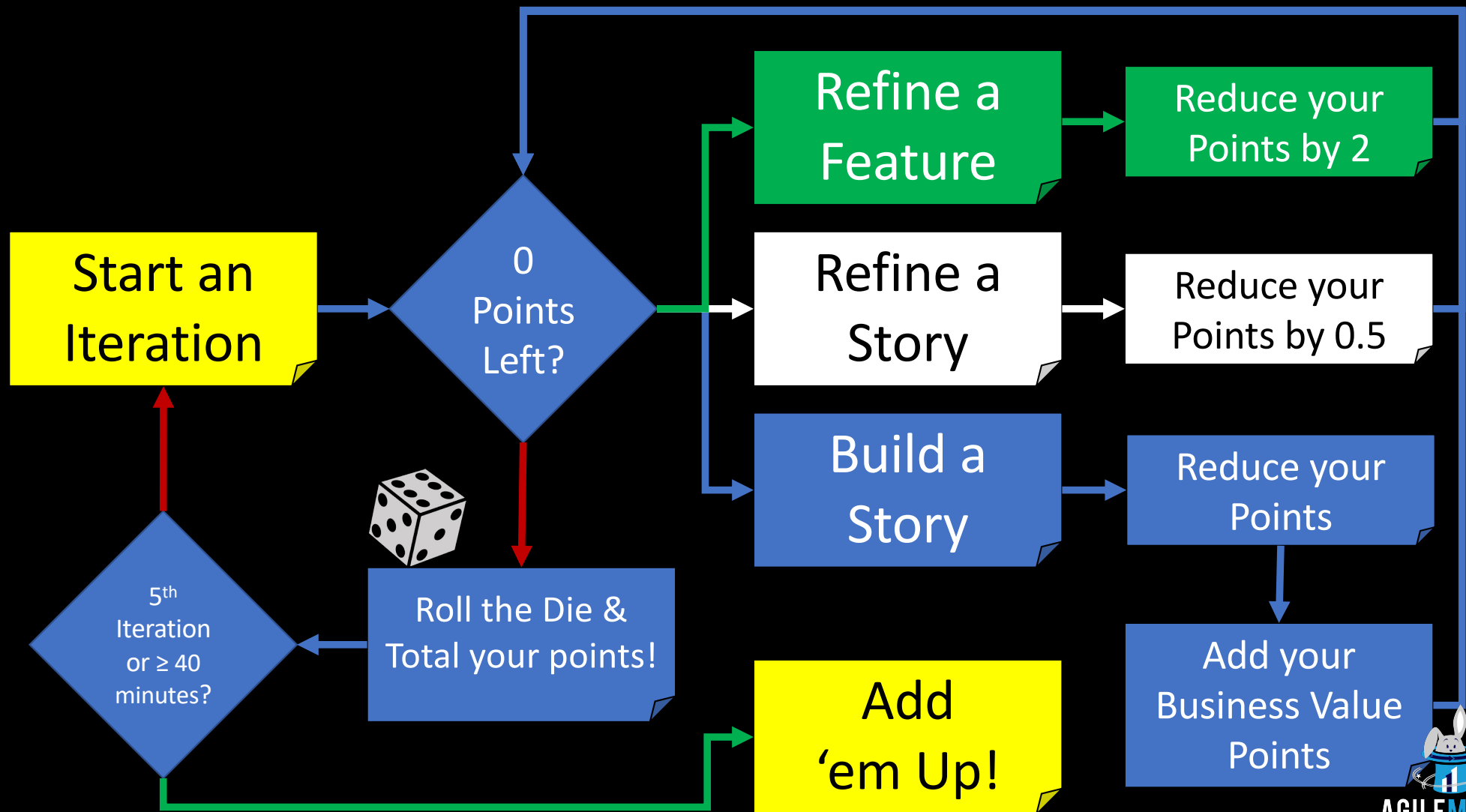
- ✓ Refine a feature (costs 2 points)
 - ✓ Refine a story (costs ½ point)
- ✓ Implement a story (cost shown in the circle)

[illegible]

Just to Clarify...

- You cannot build a Story that hasn't been refined
- You cannot refine a Story without it being tied to a refined Feature
- The order you refine Features & Stories is entirely up to you & your team
- All Stories related to a single Feature do not need to be built (but they can be – entirely up to your team)
 - *We'll see what impact(s) there are to your results based on some of the decisions you make*





Debrief

- What approach did you take in deciding what work to do first?
- How did the team come to agreement?



AGILEMAGIC

Debrief

- How does this match, or not match, your real work?
- What could you relate to?
- What's different?
- What assumption does this game have that, often, isn't true with the work items we're doing right now?



Debrief

- Is there anything specific you learnt?
- Is there anything you're going to take away from this game?



AGILEMAGIC

Jeff Kosciejew



AGILEMAGIC.ca