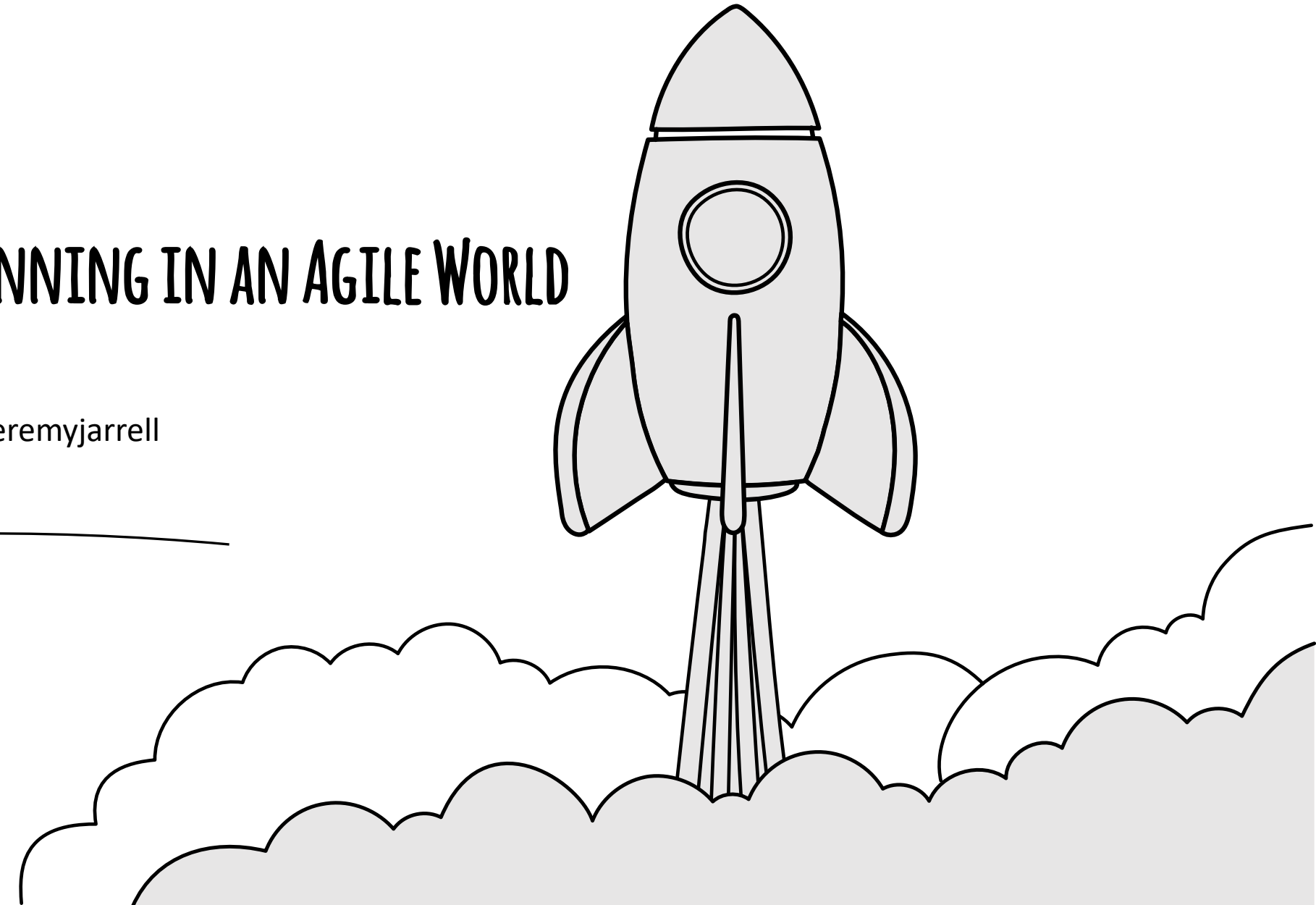
Long-Term Planning in an Agile World

Jeremy Jarrell

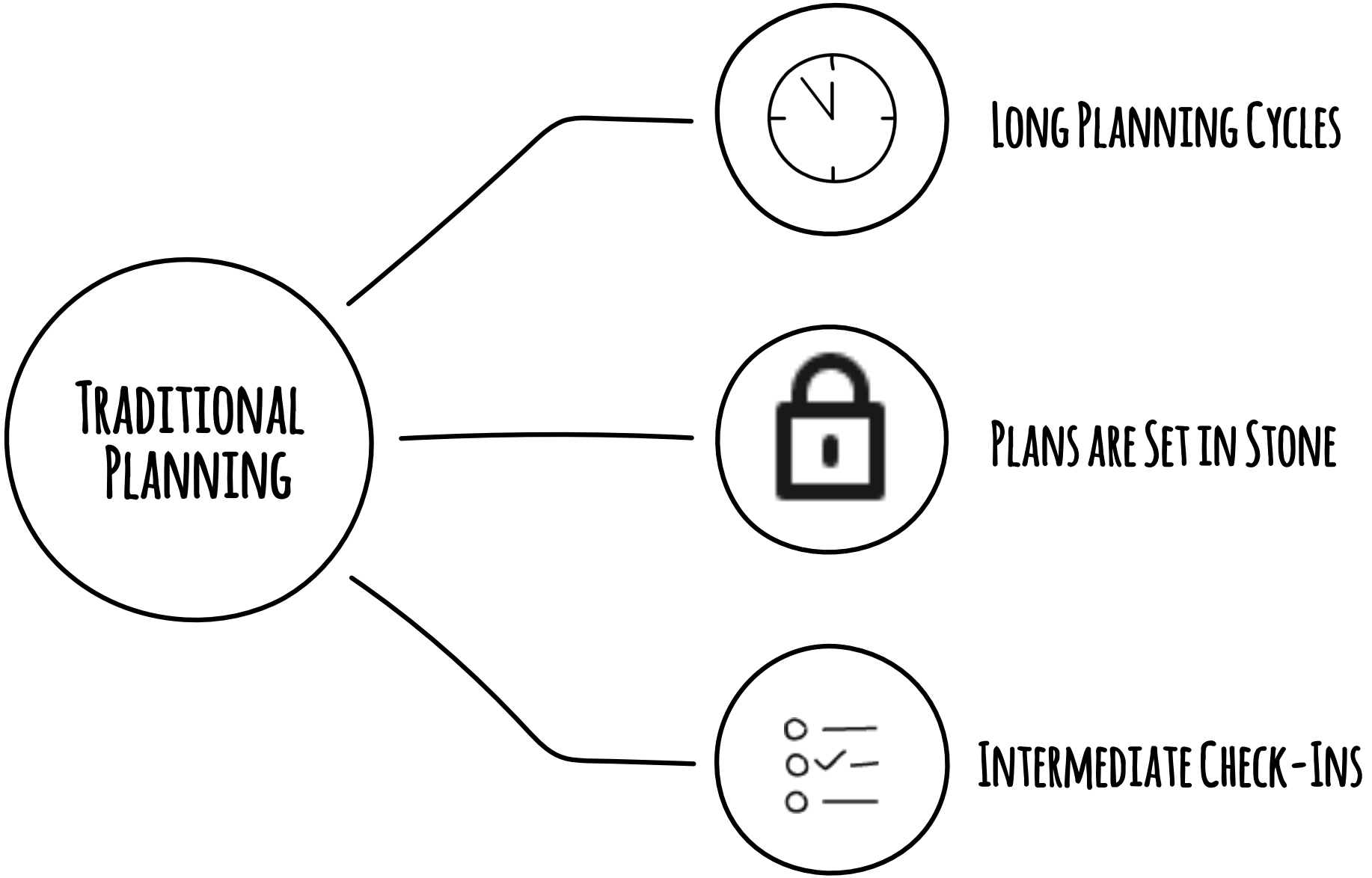
www.linkedin.com/in/jeremyjarrell

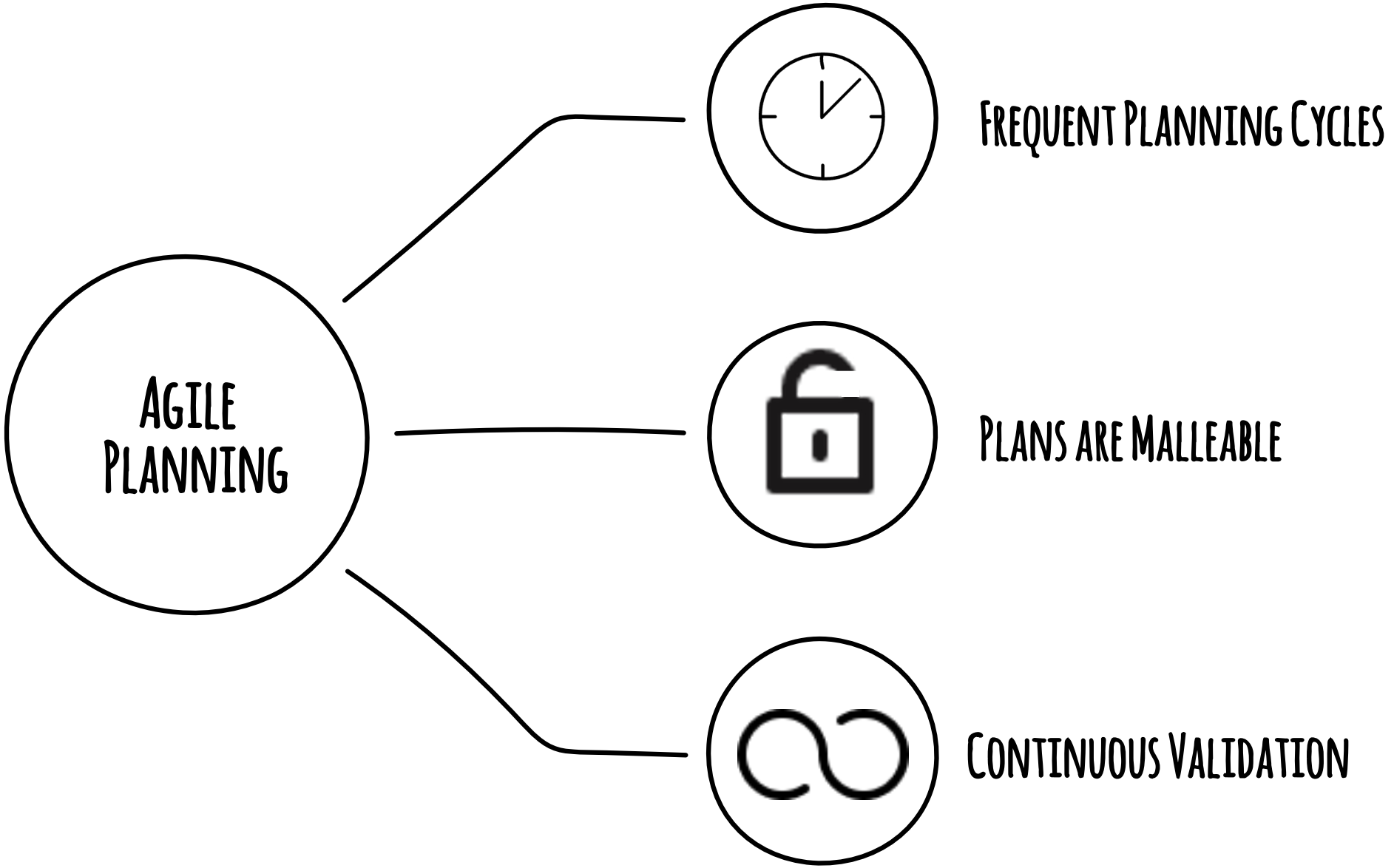
www.jeremyjarrell.com



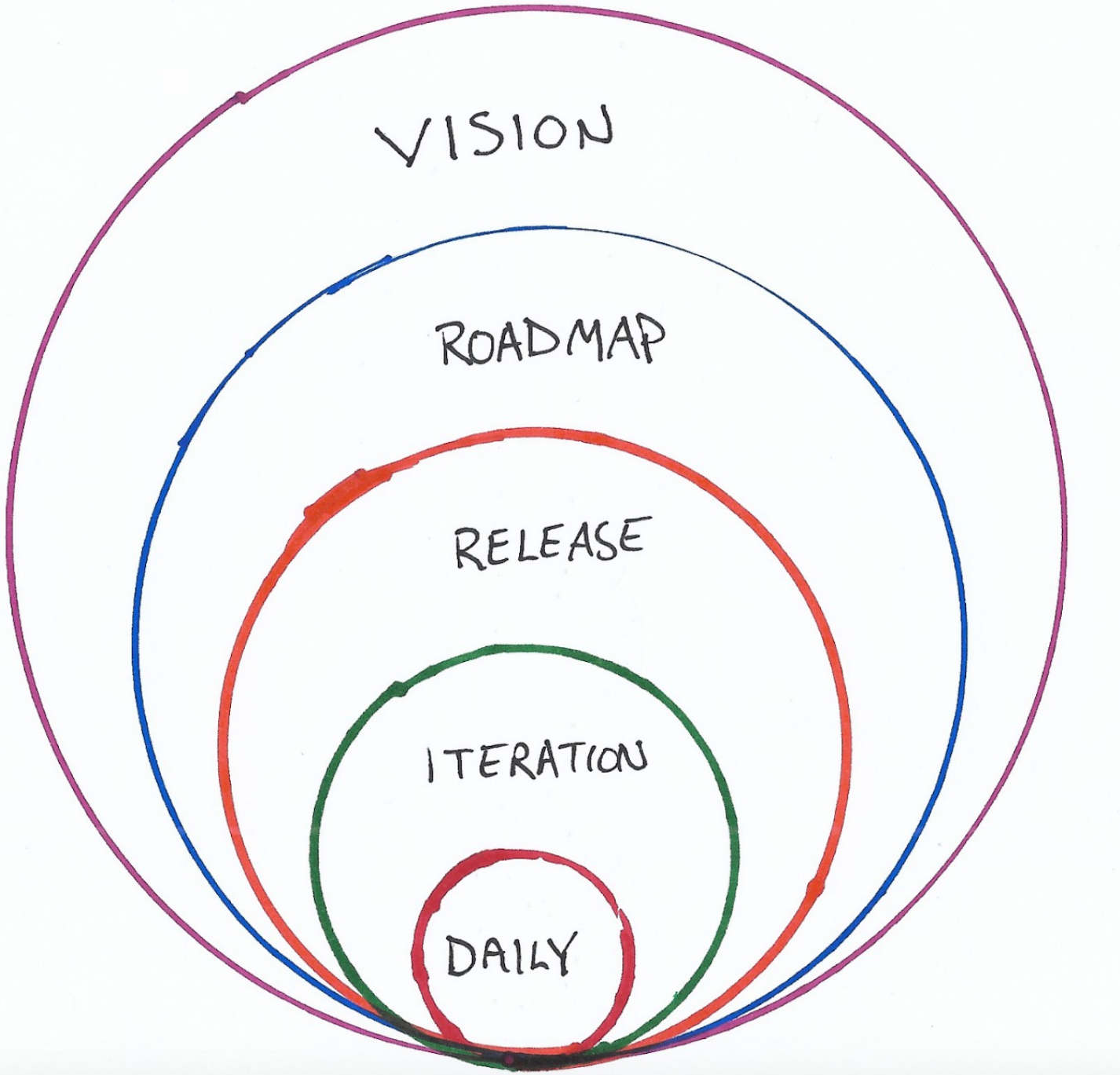
"But we don't plan.
We're agile."

-Everyone


Traditional Planning
Long Planning Cycles
Plans are Set in Stone
Intermediate Check-Ins


Agile Planning
Frequent Planning Cycles
Plans are Malleable
Continuous Validation

Why does our product exist?



Apple iPod Vision Statement

For *music afficionados*

Who *have a large library of music*

The *iPod* is a *portable MP3 player*

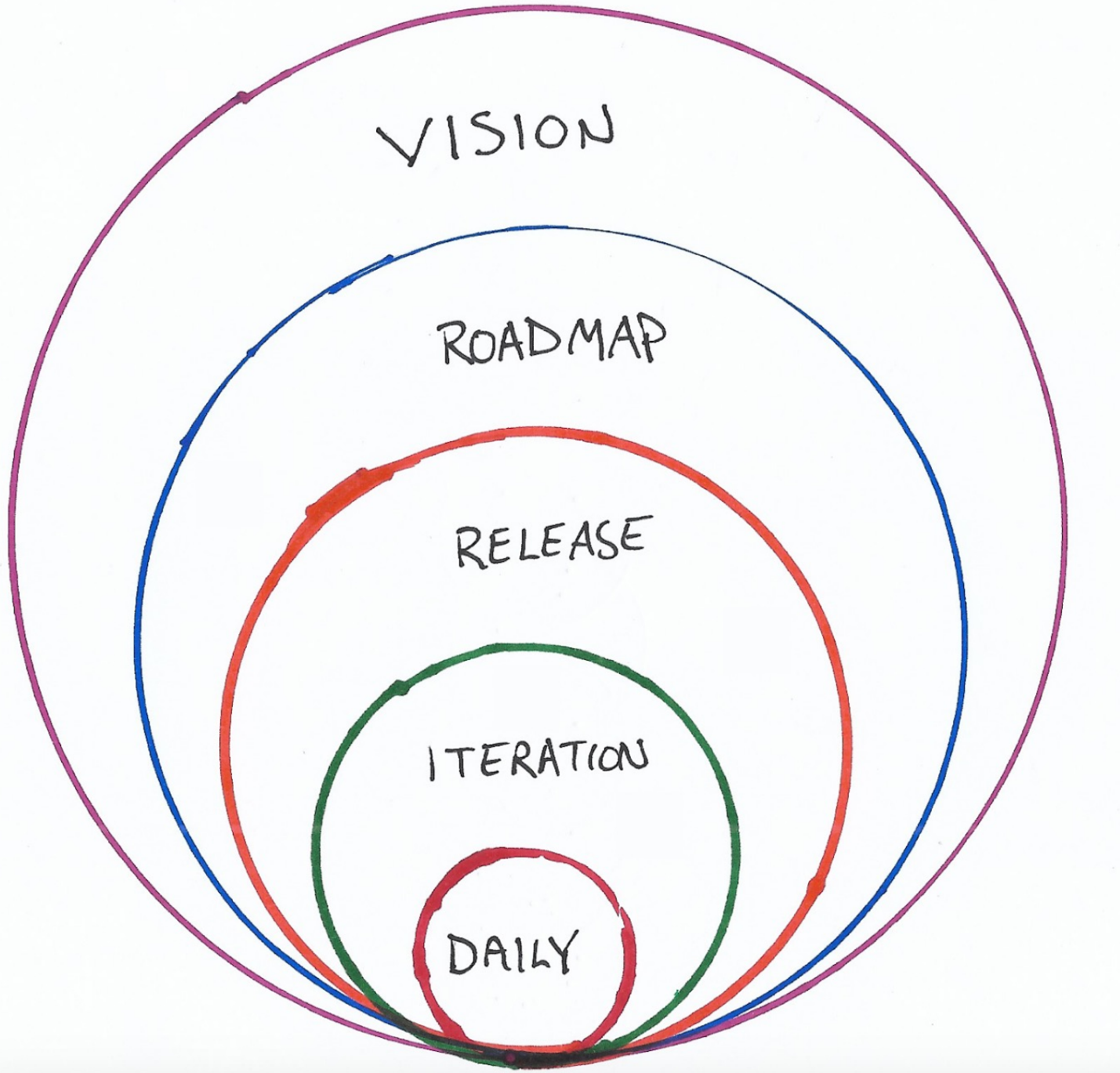
That *allows music lovers to bring their entire music library*

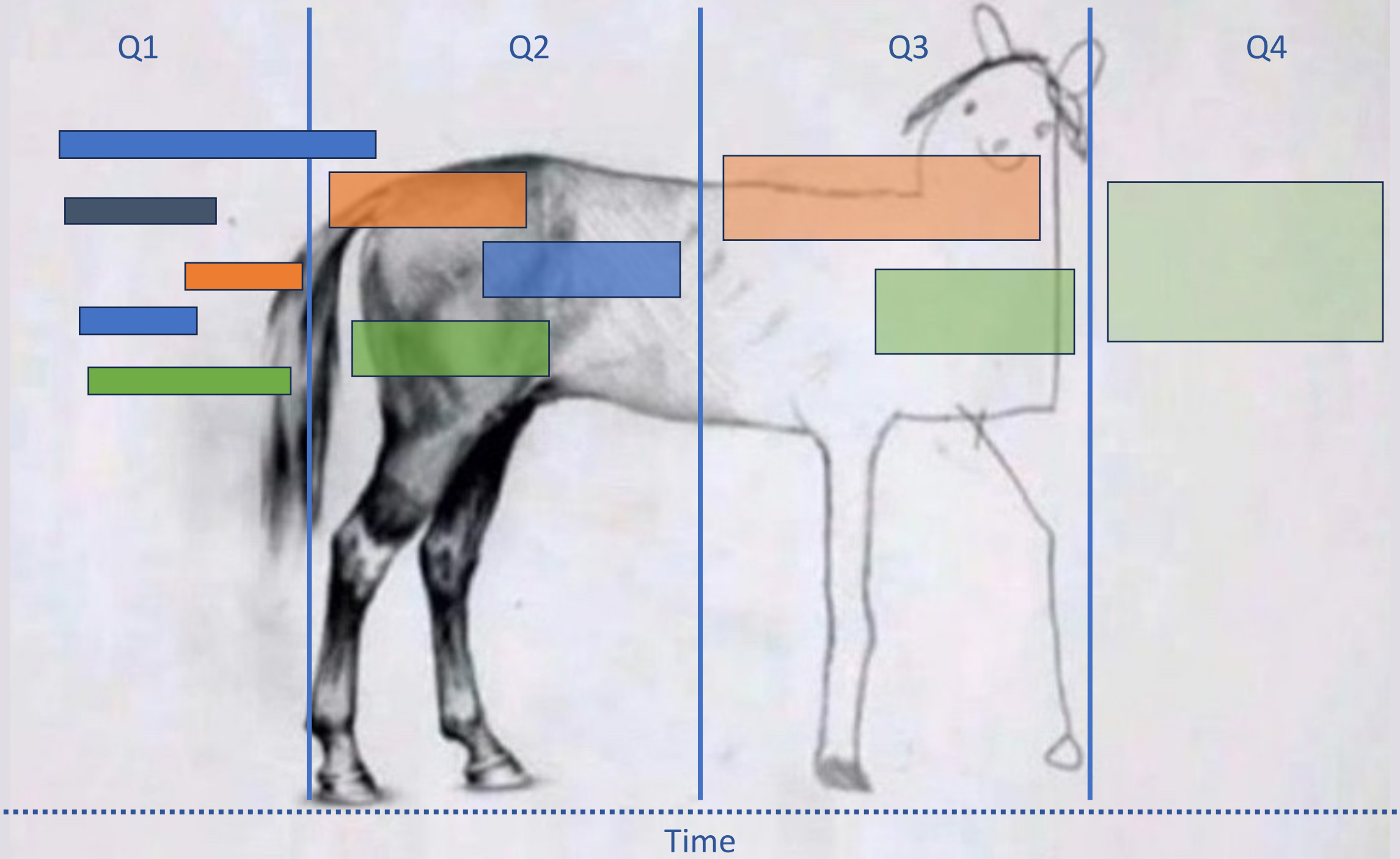
Unlike *the Rio MP3 Player*

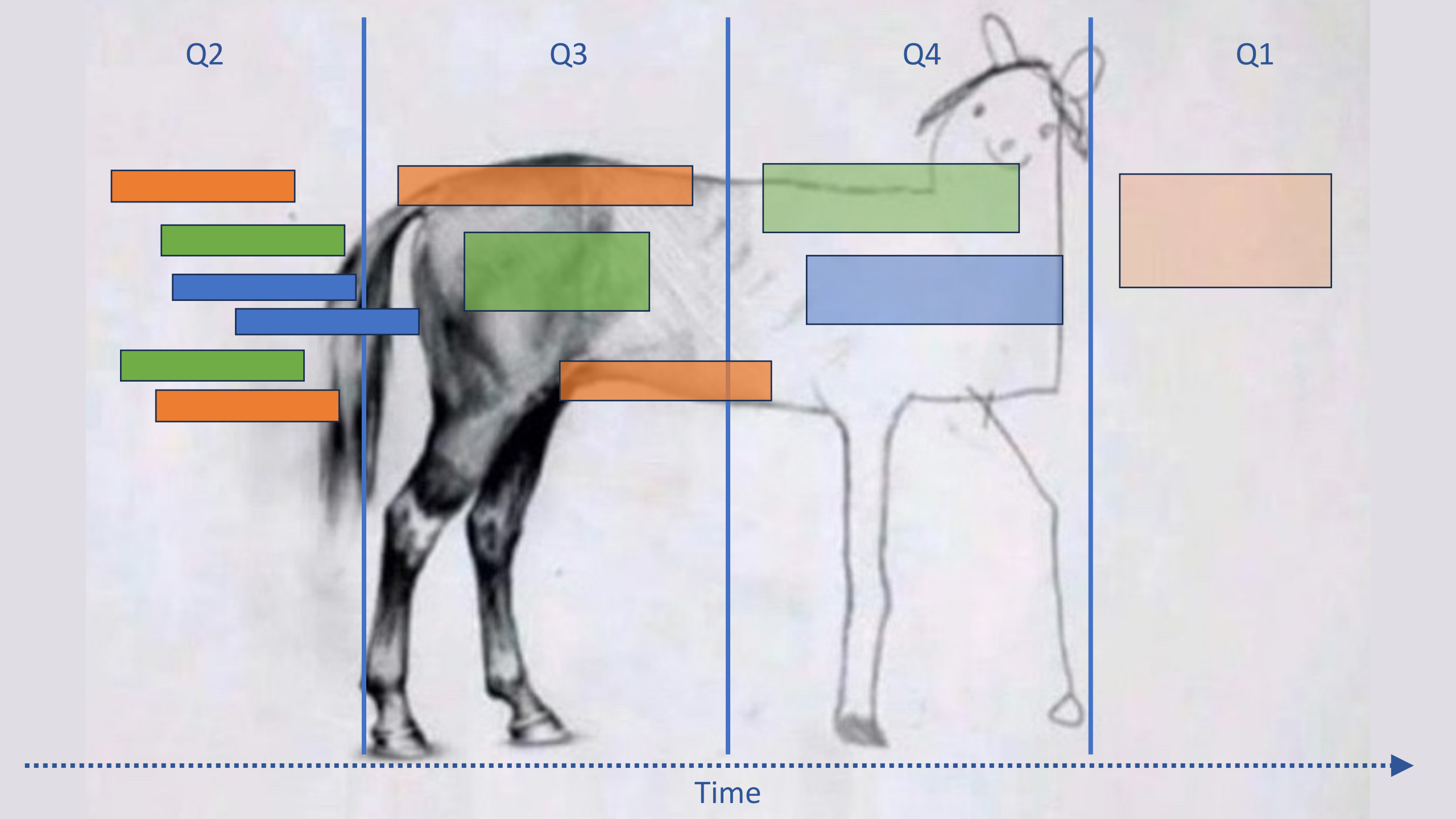
Our product *lets music lovers fit 1,000 songs in their pockets.*

Why does our product exist?

How will we realize our vision?



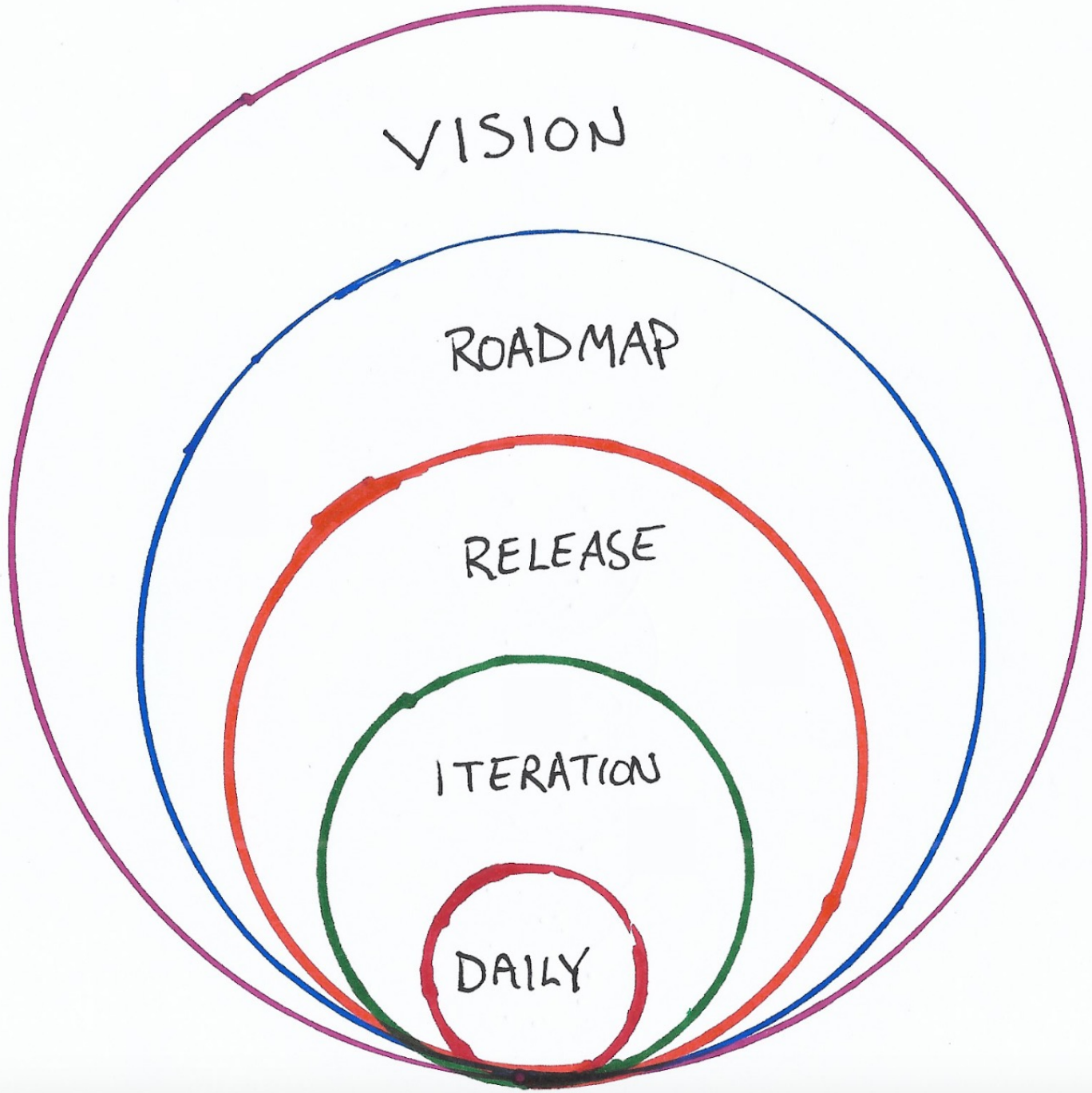

Q1
Q2
Q3
Q4
Time


Q2
Q3
Q4
Q1
Time

Why does our product exist?

How will we realize our vision?

When will we deliver what?



Release Plan

Release Goal: Add Pay by Credit Card Option to Checkout Flow				
	Sprint 1 (Jan 26, 2024)	*Sprint 2 (Feb 9, 2024)*	*Sprint 3 (Feb 23, 2024)*	*Sprint 4 (Mar 8, 2024)*
Sprint Goal	Process CC payment	Enter CC at checkout	Refund charge to CC	Save CC to account
Must	- Charge Visa CC - Charge MC CC	- Add CC to checkout flow	- Reverse charges to Visa CC - Reverse charges to MC CC	- Save valid CC to account
Should	- Charge Amex CC	- Validate CC number at checkout time	- Reverse charges to Amex CC	
Could	- Flag invalid CC			
Wont	- Reverse charges			

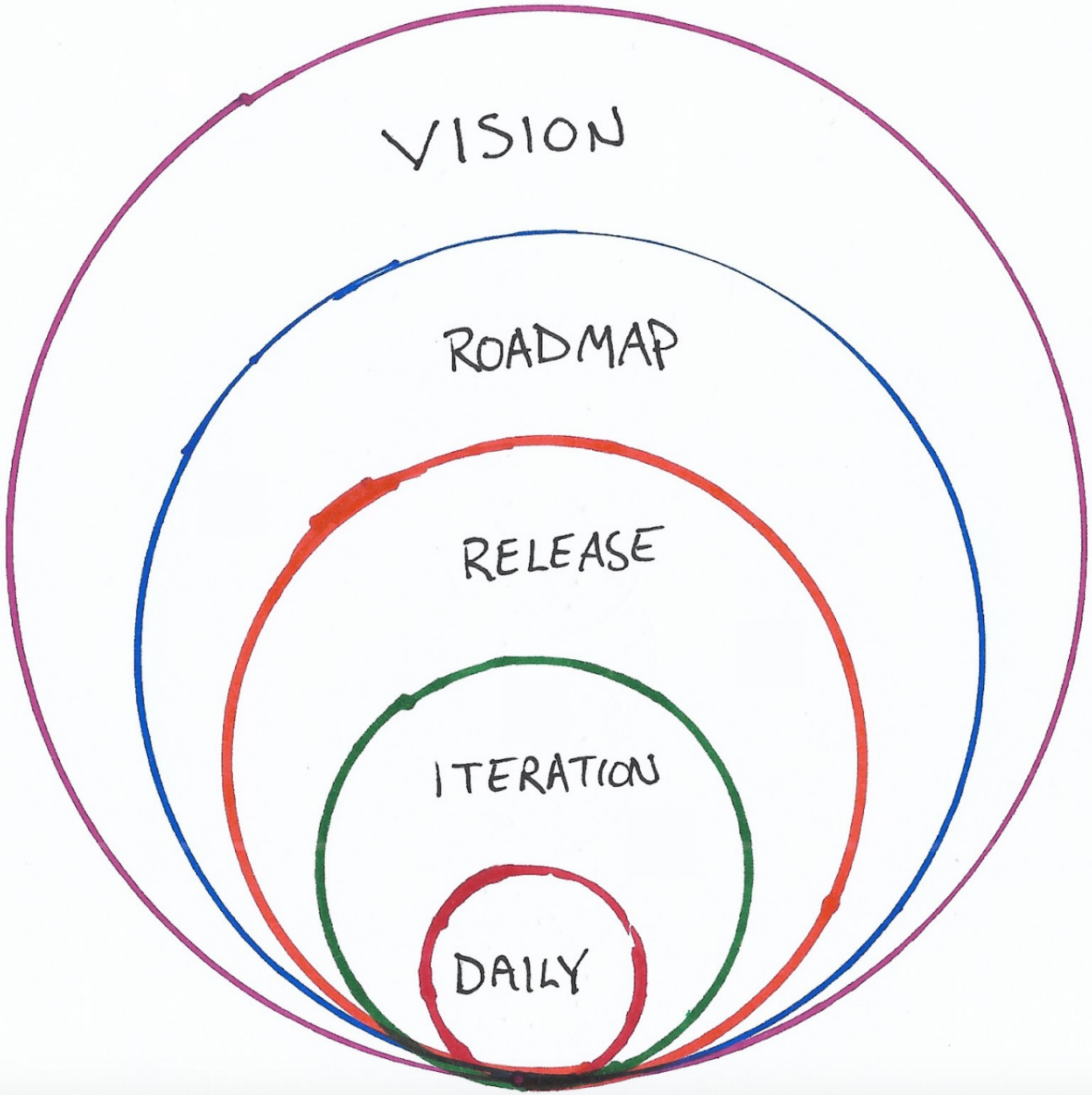
Why does our product exist?

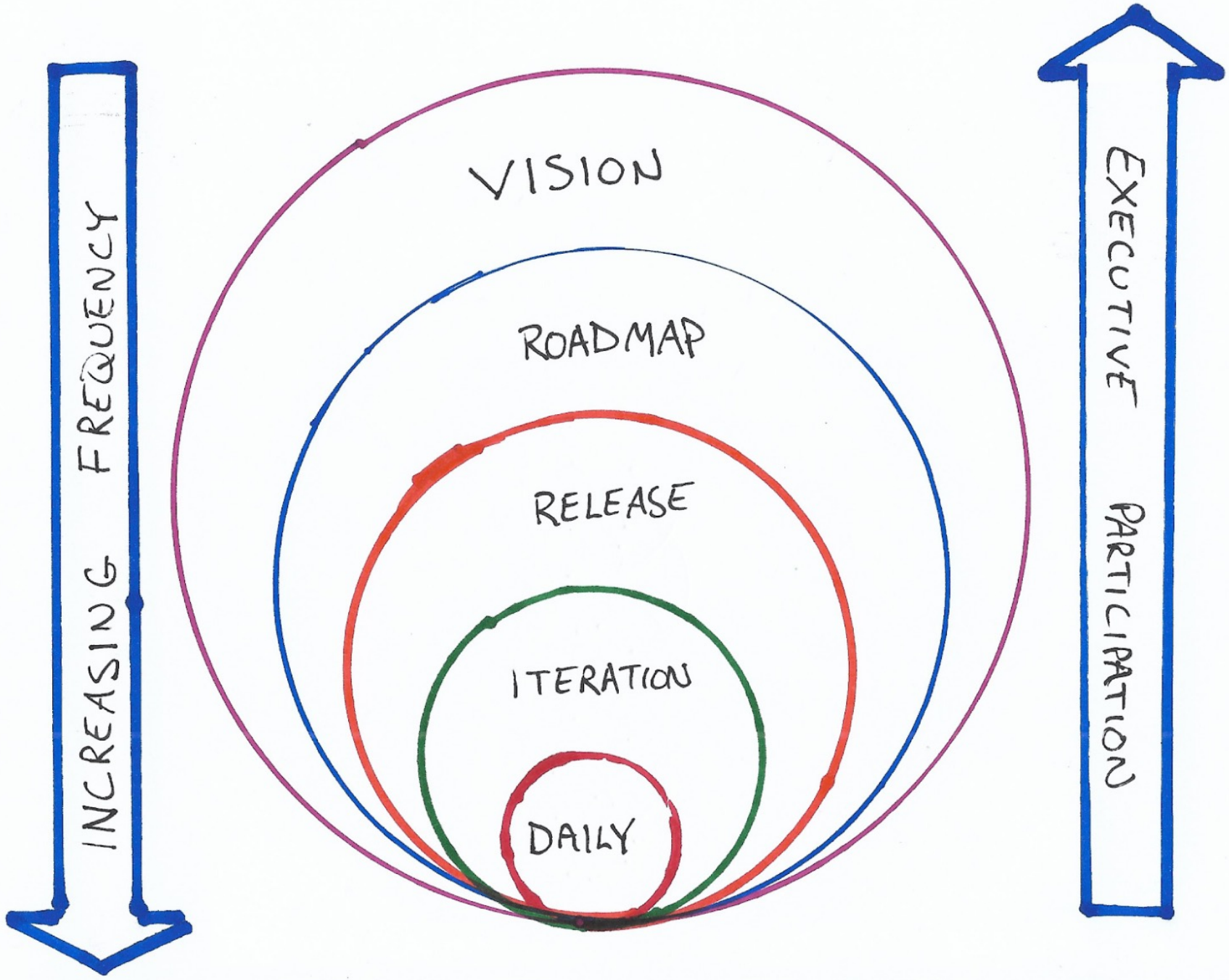
How will we realize our vision?

When will we deliver what?

How will we manage our work?

Are we on track?

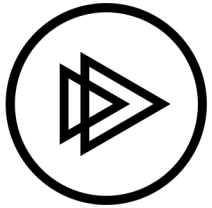



INCREASING FREQUENCY
VISION
ROADMAP
RELEASE
ITERATION
DAILY
EXECUTIVE PARTICIPATION

Long-Term Planning in an Agile World

linkedin.com/in/jeremyjarrell

www.jeremyjarrell.com



pluralsight.com/authors/jeremy-jarrell