

Product Backlog

1. Read and understand a detailed, 10-page article of agile software development in IEEE Magazine
2. Read and understand a high-level, 5-page overview of agile software development in a news magazine
3. Recruit, interview, and hire a new member for your team.
4. Create a 60-minute presentation about the Speculate phase of the Agile Delivery Framework
5. Change the brakes on your car
6. Read (and understand) a 150-page book on agile software development
7. Write a 5-page summary of this class for your boss
8. Upgrade your current version of Microsoft Office to Microsoft Office 2013
9. Change the hard drive on your computer
10. Research, test-drive, and purchase a new car

Exercise: Product Backlog Estimation

Goal: Have the development team estimate the stories from the ChampTix.com product backlog.

Setup: Continue with your existing teams

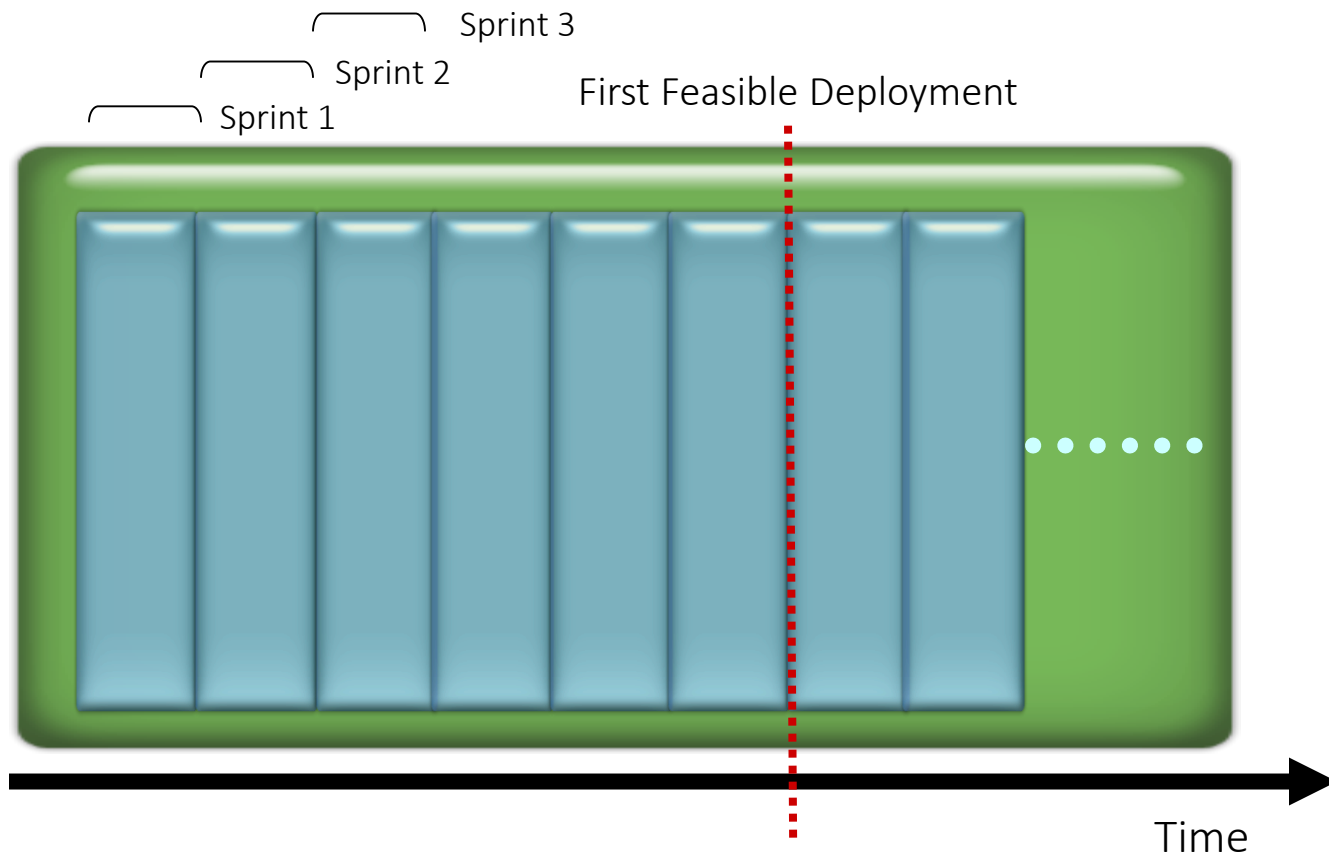
Rules:

- Use the White Elephant Estimating Technique or Planning Poker to estimate the stories

Duration: 45-60 Minutes

First Feasible Deployment

Planning



First Feasible Deployment

First Iteration in which the product could be deployed

Codeplex Example

An open source project hosting site

High Level Features

Source Control

Work-Item Tracking

Download Capability

Project Home Pages

Waiting for a full featured product is often a mistake

Xerox Laser Printers

Exercise: First Feasible Deployment

Goal: Have the development team determine the stories that make up the first feasible deployment of ChampTix.com

Setup: Continue with your existing teams

Rules:

- Use the stack rank determined earlier

- Draw a line indicating the first feasible deployment

- Summarize the estimates to indicate the estimated effort needed to complete the first feasible deployment

- Determine Iteration Size

- Estimate How Many Story Points Can be Completed in an Iteration

Duration: 15-20 Minutes

Speculate Practices Summary

Build a product backlog

Release Planning

Candidate Architecture

Estimating

First Feasible Deployment