

## Comp2151 Lab Exercise3: Creating a Prioritized Product Backlog

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The product backlog is a list of all tasks to be done within a project.

The official SCRUM body of knowledge guide SBOK™ defines the Prioritized Product Backlog as a “**prioritized list of business and project requirements written in the form of User Stories**”. So it is basically all user stories for a project that have been prioritized using some technique.

The International Scrum Institute defines it as “**simply a list of all things that needs to be done within the project.**”

### Template and Example for a Prioritized Product Backlog

Priority	Product Backlog Items	User Story #	User Story	Story Point
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
2	Login Page	15	As a site member, I want to login the site, so that I can do online shopping.	20
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
4	Payment Process	18	As a site member, I will be able to make payment, so that my deliveries can be shipped.	40
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
6	Banner Area	1	As a marketing personnel, I want to be able to make advertisement, so that I can attract visitors	8



estimated priority

estimated Story Point



<https://masterofproject.com/>

### Prioritized Product Backlog for Library Management System

In this Lab you will create a prioritized product backlog for the Library management system (described in lab2). You have already defined 6 user stories in lab2. Now your team will brainstorm and come up with a **comprehensive list of all possible**

**user stories** (15-20 approximately) which would later be translated as features (or methods/functions) of the software system.

You will then decide a **priority** for each story and a **story point** (relative measure of size of the story in terms of time required to complete it). First decide the story that would have the maximum size (duration to complete) and assign it a value 100(percentage) and then assign a size to all other stories in a relative manner (as shown in the above example).

**Story Point** is the relative measure of the size (in terms of time needed to complete it, complexity and uncertainty) of a story.

### **Agile Estimation Techniques for determining the story point and story priority**

Several estimation techniques in Agile/Scrum framework including Planning Poker, Bucket System, Big-Small-uncertain etc. We will use a popular technique called PLANNING POKER. Following is a description from Mountain Goat Software ([https:// www.mountaingoatsoftware.com /agile/planning-poker](https://www.mountaingoatsoftware.com/agile/planning-poker))

“Planning Poker is an agile estimating and planning technique that is consensus based. To start a poker planning session, the product owner or customer reads an agile user story or describes a feature to the estimators.”

Each team member/estimator will be holding a deck of Planning Poker cards (we will use cards numbered from 1-10 for story points and cards numbered 1- 15 for story priority and will repeat it until a group consensus is reached). The values represent the number of story points and priority.

“The estimators discuss the feature, asking questions of the product owner as needed. When the feature has been fully discussed, each estimator privately selects one card to represent his or her estimate. All cards are then revealed at the same time.

If all estimators selected the same value, that becomes the estimate. If not, the estimators discuss their estimates. The high and low estimators should especially share their reasons.

After further discussion, each estimator reselects an estimate card, and all cards are again revealed at the same time.

The poker planning process is repeated until consensus is achieved or until the estimators decide that agile estimating and planning of a particular item needs to be deferred until additional information can be acquired.”

### **What is Planning Poker in Agile?**

<https://www.visual-paradigm.com/scrum/what-is-agile-planning-poker/>