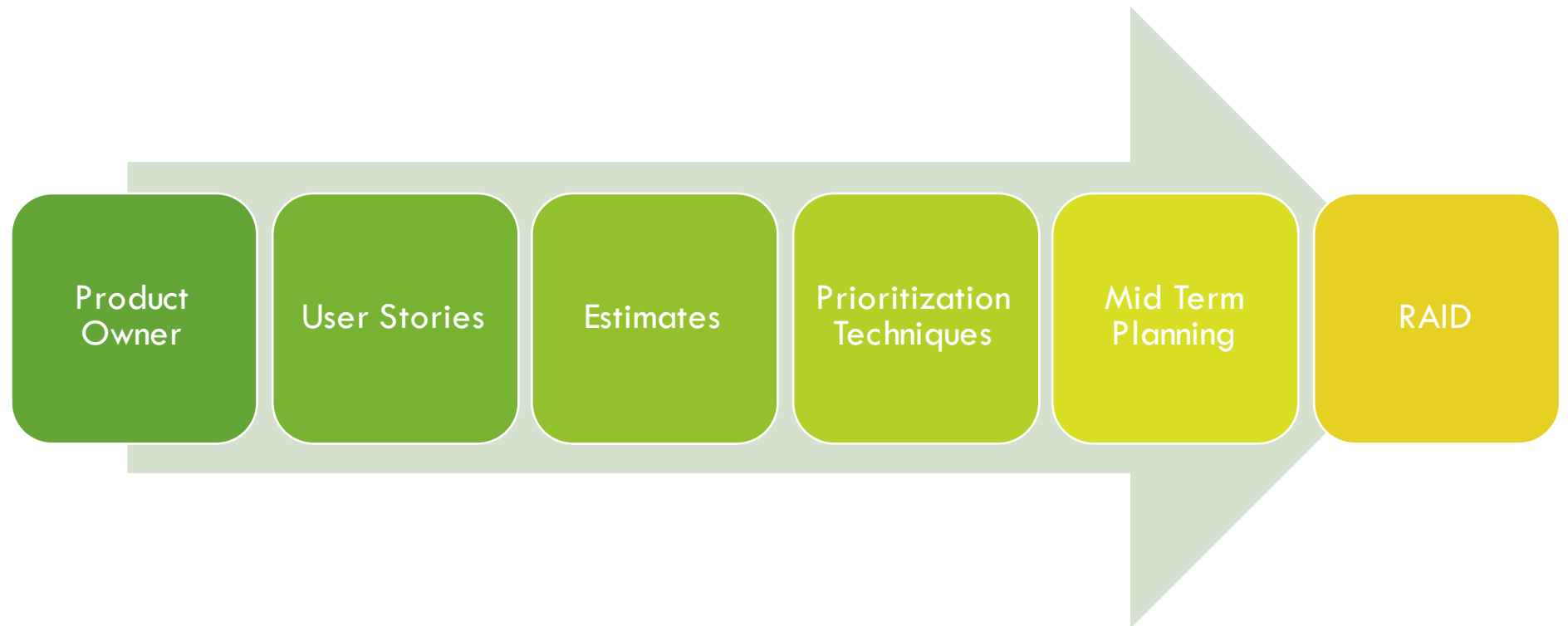


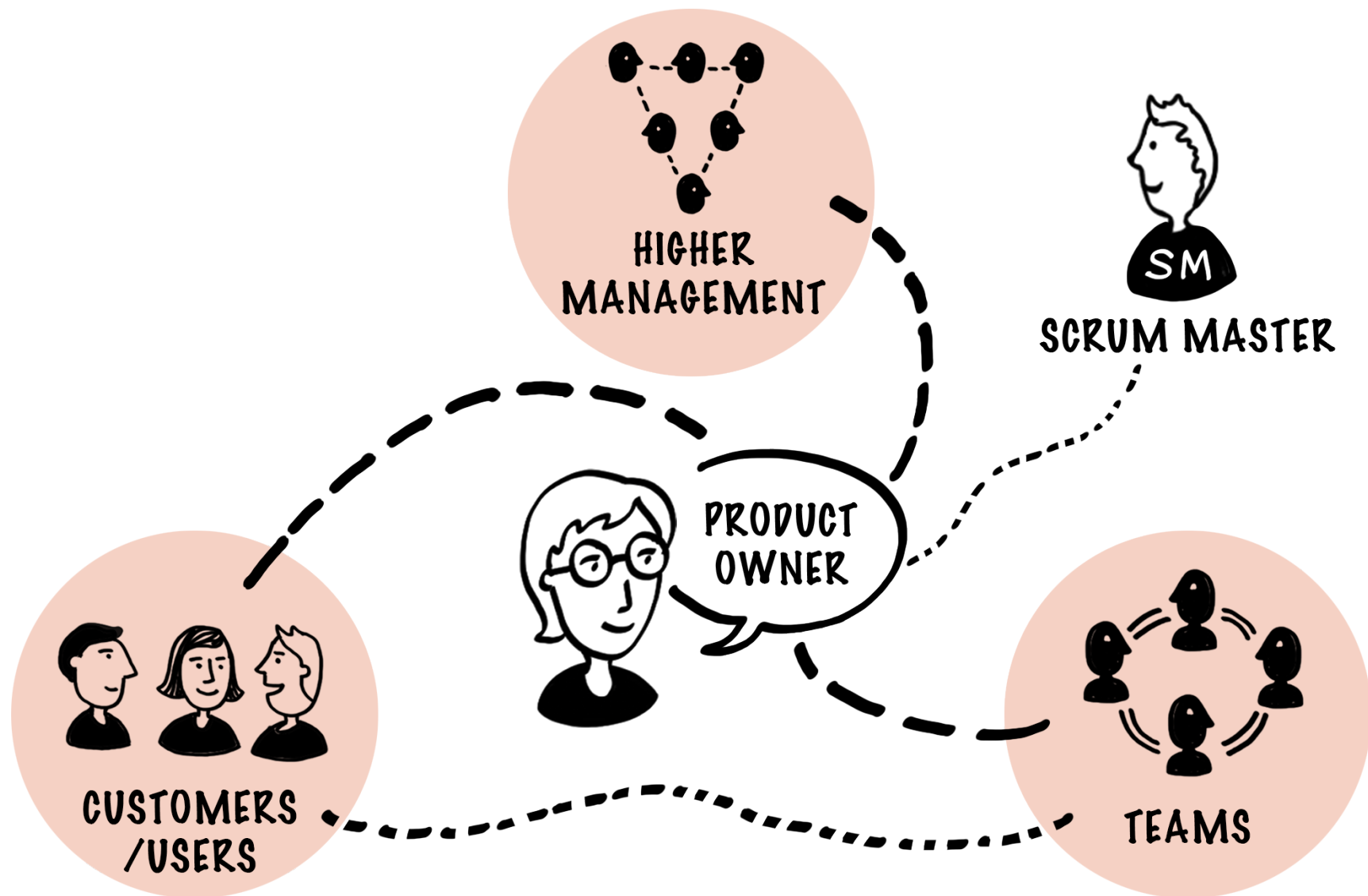


# MJR-MID TERM PLANNING

Euricom Best Practices

# AGENDA





Optimizing the value  
of the work the  
Development Team  
does

# USER STORIES

**A user story** is a software system requirement formulated as one or two sentences in the everyday language of the user

**The epic user** story provides a high level description of a business subject area or process. An epic user story should be disassembled into many user stories.

**A theme** is collection of related user stories.

# ESTIMATES

Product Backlog item	Estimate
Read a high-level, 10-page overview of Scrum in a magazine.	
Read a densely written 5-page research paper about Scrum in an academic journal.	
Read a 150-page book on Scrum.	
Write an 8-page summary for your boss of this class.	
Create a 60-minute presentation for your coworkers about the benefits of Scrum.	
Wash and wax your boss' Porsche.	
Write the product backlog for a simple eCommerce site that sells only clocks.	
Recruit, interview, and hire a new member for your team.	

# BACKLOG PRIORITIZATION TECHNIQUES

MoSCoW

Return on Investment (ROI)

Benefit Cost Ratio (BCR)

Highest Paid Person's Opinion (HiPPO)

Buy a Feature

Technology Risk Based

User Voice

Business Value Based

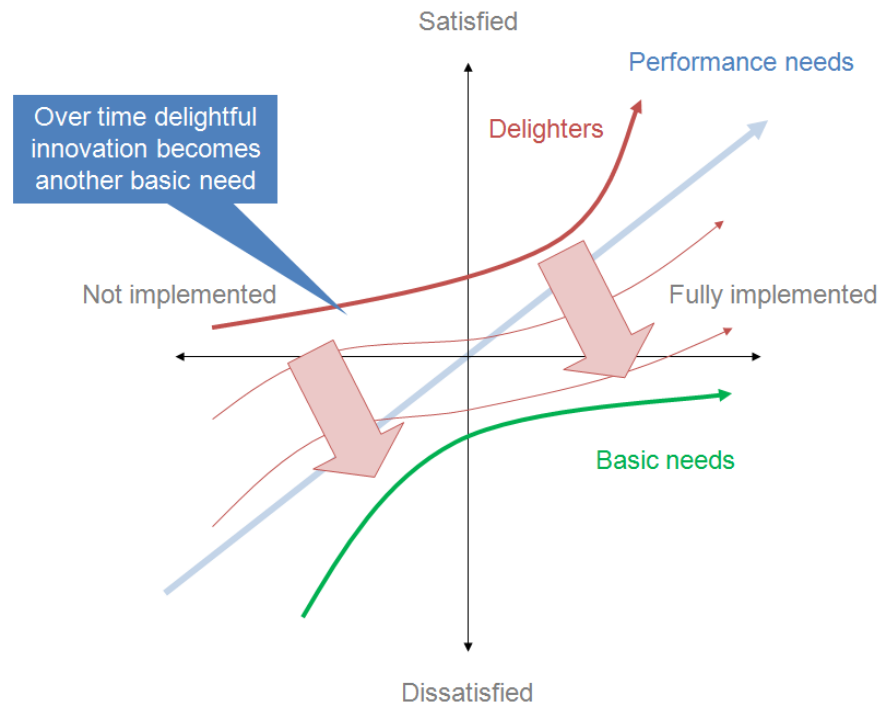
Kano

Cost of Delay

Story Mapping

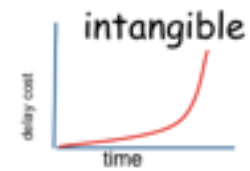
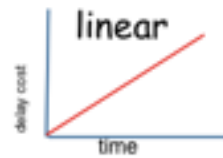
Scorecard

# KANO MODEL

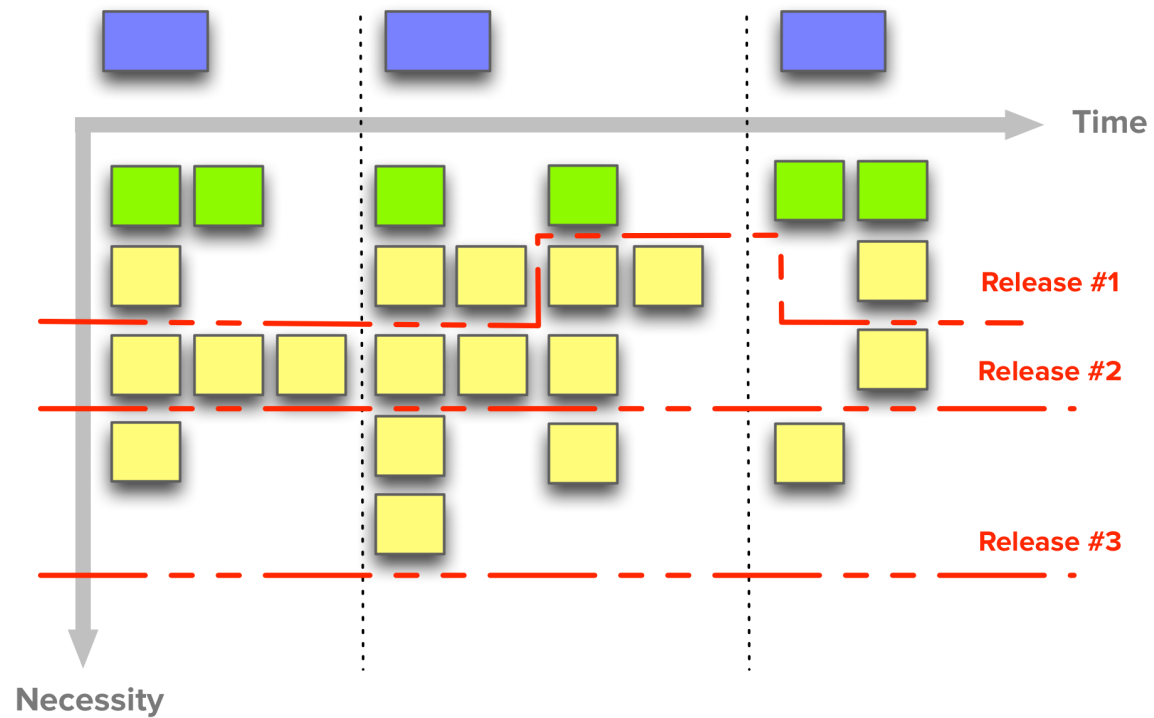




# COST OF DELAY



# STORY MAPPING



# SCORECARD

Criteria	Criterion 1	Criterion 2	Criterion 3	Criterion 4	Criterion 5	Score	Rank
Weight	20%	10%	30%	25%	15%	100%	
Feature 1	40	90	10	60	100	50	1
Feature 2	5	10	50	90	50	47	2
Feature 3	20	15	20	40	70	32	4
Feature 4	14	30	90	10	30	39,8	3

# RETURN OF THE PM



# RAID

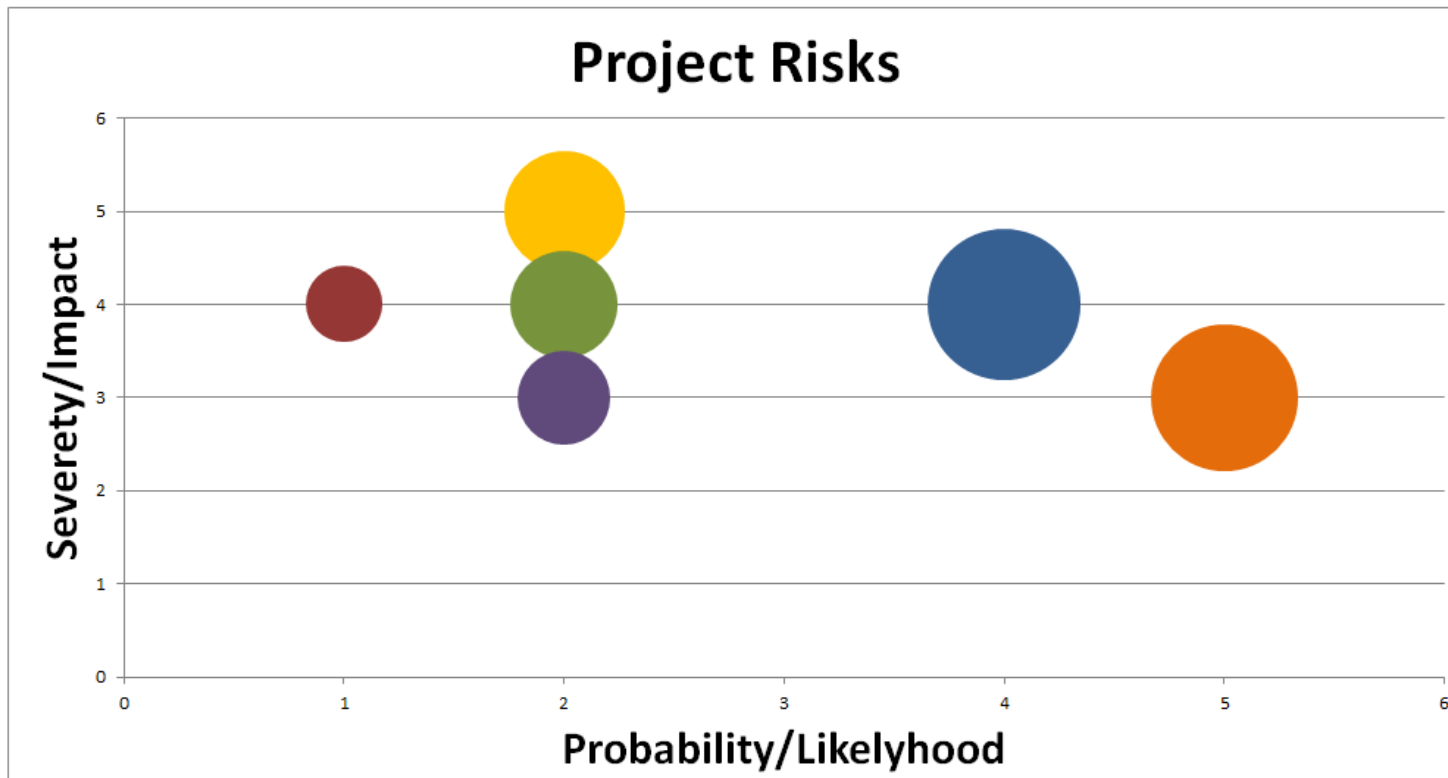
Risks

Assumptions

Issues

Dependencies

# RISKS



<http://www.andreasbylund.com/managing-risk-as-a-project-manager-simple-excel-model/>

# ASSUMPTIONS

ASSUMPTION IS THE  
MOTHER OF ALL  
SCREW-UPS.

...BUT PROVEN  
ASSUMPTION  
THROUGH TESTED  
HYPOTHESIS MOVES  
PROJECTS ON

# ISSUES





# DEPENDENCIES

Matrix

Chant

Pert

VS (i)	LS (i)
i	
TM (i)	VM (i)

