

Name: \_\_\_\_\_  
(optional)

## Weighted Shortest Job First (WSJF) – An Agile Method Worksheet

An agile method to prioritize a set of work to deliver maximum economic benefit. This is estimated as the Cost of Delay divided by job size. We constantly re-evaluate these choices, as new information or needs become available. The sooner we provide you with a feature, the more value it has. For this effort, we calculate this value based on three factors, which we multiply together to get an overall cost of delay. We will tabulate the results based on scoring, using the level of effort (Job Size) calculate WSJF, and then discuss the results. We call this cost of delay equivalent the User Need Score. It is a user-centric rubric to replace the traditional Cost of Delay value.

### Scoring Sheet

Story or Bug	A. How Many Users Does it Impact (3 to 1)	B. How Often Does it Occur (3 to 1)	C. How Bad is the Problem (4 to 1)	User Need Score (A*B*C)	Cost	WSJF (Score/Cost)	Dev Order (Largest WSJF first)
Story or Bug A							
Story or Bug B							
Story or Bug C							
Story or Bug D							
Story or Bug E							
Story or Bug F							
Story or Bug G							
Story or Bug H							
Story or Bug I							

### Scoring

How Many Users Does it Impact (3 - All, 2 - Some, 1 - A few or a Limited User Role)  
How Often Does it Occur (3 - All of the Time, 2 - Some of the Time, 1 - Infrequently)  
How Bad is the Problem (4 - Critical, 3 - Severe, 2 - Important, 1 - Minor Importance)

### Tips

1. Compare fairly. "All" admins are not a 3. It is a 1, typically
2. If it happens only on the sign-in page, it doesn't happen that often per day. If it happens on the account page and your users use this 50 times a day, then it happens "All of the time"
3. Think about "All" as 80% or more, while "few" or "infrequent" is like 20% or less (80/20)
4. The problem is really bad (4) if you have no workaround (a "show stopper"), while something "painful" might be a 3.

### Cost (Aka, Job Size, or use your existing metric)

Tee-shirt sizes: X Small - 1, Small - 2, Medium - 4, Large - 8, X-Large - 16, or more accurate story points.

### Reference

Based on Weighted Shortest Job First: <http://www.scaledagileframework.com/wsif/>