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Chunky | Goodness

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Fulcrum

 Fulcrum
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Fulcrum
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Done In Progress Backlog Chilly Bin

Done

- 1 - Mon May 02 2011 0
 - Canceling edit form should revert story properties
- 2 - Mon May 09 2011 0
 - Cancel should remove story from view when isNew
 - Expand / collapse should not be shown on new story form
 - Accepted at time should be set when a story is accepted
- 3 - Mon May 16 2011 0
- 4 - Mon May 23 2011 0
- 5 - Mon May 30 2011 0
- 6 - Mon Jun 06 2011 0
- 7 - Mon Jun 13 2011 0
- 8 - Mon Jun 20 2011 0
- 9 - Mon Jun 27 2011 3

In Progress

- 22 - Mon Sep 26 2011 0/3
 - In progress iteration should fill with unstarted stories if not already full ML
 - Should be able to drag unstarted stories from in progress column to backlog / chilly bin
 - Stories should move to the bottom of the in progress column when start is clicked from backlog
 - Feature changed to bug should not be estimable
 - First iteration not displaying correctly on a new project
 - Project velocity should be displayed prominently

Backlog

- 23 - Mon Oct 03 2011 5
 - A user can add comments to a story
- 24 - Mon Oct 10 2011 0
- 25 - Mon Oct 17 2011 3
 - A user can export a CSV
- 26 - Mon Oct 24 2011 2
 - Full story details should be visible in a popup
- 27 - Mon Oct 31 2011 3
 - Anonymous users can see a read only view of a project
- 28 - Mon Nov 07 2011 5
 - A user can add labels to a story
- 29 - Mon Nov 14 2011 0
- 30 - Mon Nov 21 2011 3
 - A user can add attachments to a story

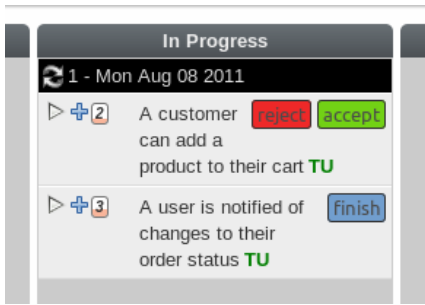
Chilly Bin

- A user shouldn't have to enter their current password to modify their profile ML
- A user can reverse the order of the story columns
- Story positions are periodically normalised
- A user can add a label to multiple stories simultaneously
- A developer can specify that they are pair programming

Fulcrum is an agile project management tool. It provides a real time overview of your project plan (*product backlog*), instantly adjusting the project plan based upon your team's prior performance.

Fulcrum aims to create an experience as instantaneous and interactive as the traditional tool for agile project management, the whiteboard.

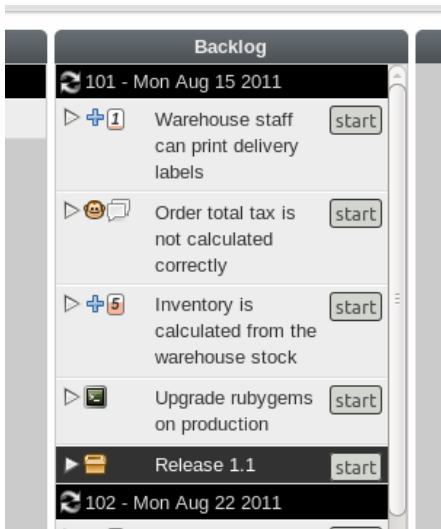
Story based task management



In Fulcrum, tasks are broken up into ‘stories’. The aim is to describe the required behaviour of the system in a way that your product owner will understand. They typically describe a single interaction a user may have with the system. An example story might be ‘a user can add a product to their cart’ or ‘a user is notified when another user comments on one of their topics’.

Instead of estimating the time required to complete a story, each feature is given a relative difficulty score, given in ‘story points’. It’s up to the team to decide what each of these points represents, the most important consideration is to ensure the *relative* difficulty of each story. This is important for the calculation of velocity, discussed below.

Velocity and iterations

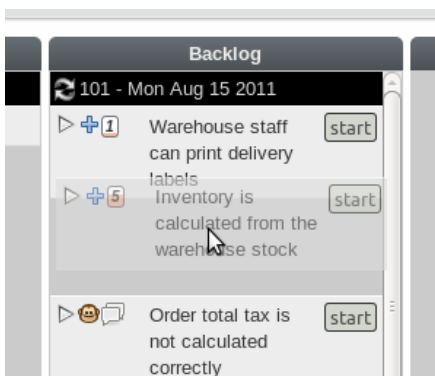


Completed work is ‘time boxed’ into fixed length periods, called *iterations*. Each iteration is 1 week long by default, but can be modified.

Velocity is the measure of your team’s speed of progress. It’s calculated from the average completed story points from the most recently completed iterations.

The project’s velocity is used to automatically project forward progress for the upcoming iterations. This provides immediate visibility of when any feature is likely to be delivered to a surprisingly accurate level from very early on in the project’s lifetime.

Prioritisation



Fulcrum makes it easy, and even encourages, re-prioritisation of stories. Tasks are simply placed in the order of priority decided by the product owner, and the development team tackle them in this order.

Because the product owner can see the projected time line of the project at all times, they can change feature priority based on this knowledge. For example, it may be required to move a feature forward in the backlog to meet a deadline.

Any changes made to stories are propagated across all active users of a project in real time, so you can organise planning sessions with remote stakeholders and be sure that everyone is on the same page.

Story types

Stories are split into four types:



Features are stories which bring business value to the project. They are the bread and butter of the product backlog. Features must be accepted by the product owner before they are considered *done* and contribute to the project velocity.



Bugs are pieces of functionality that are not working as intended. Because fixing a bug doesn't carry any business value, bugs cannot be allocated points. They are an overhead of development, and don't contribute to the project velocity.



Chores are technical tasks associated with the project, for example security upgrades, deployment set-ups etc. Like bugs, they don't carry any business value for the project, and so cannot be allocated points. Unlike bugs they don't need to be accepted by the product owner.



Releases represent key points in the project development. They can have an optional deadline date attached to them, and if they do Fulcrum will show whether the deadline is likely to be met or not.

Find out more

Fulcrum is currently still in the development stage, and is currently best suited to battle-hardened Rails / Javascript developers. At present, the best way to try it out is to [download it and give it a spin](#)

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