# Role Play: Product Vision Meeting

**Case Study**

VMfoods is a 10 year-old nation-wide grocery chain with about 100 outlets. Of late, the management team at VMfoods has observed that their customers are leading a fast-paced lifestyle and do not travel long-distances to do their grocery shopping. They also feel that since grocery shopping is not a high-involvement process (and since VMfoods has always been providing high quality products), the best way to increase their market share would be to deliver groceries to the customer’s residence. In this regard, a representative from VMEdu has approached your team on behalf of VMfoods to create a website for customers to prepare their online delivery order and make payments.

The vision and generic requirements are given to you by a company representative (the faculty) in a product vision meeting.

# Role Play: Create a Product Backlog

Work in teams to prepare a product backlog (high-level containing user stories) for the given Product vision. Some user-stories have already been defined for your reference. Come up with additional Product Backlog items (another 7 – 10)

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| --- | --- | --- | --- |
| **Item #** | **User Story description** | **Initial estimate** | **Revised estimate** |
|  | |  |  |
| 1 | Login Feature | 4 |  |
| 2 | Access to payment gateways | 5 |  |
| 3 | Generic Browsing and Shopping cart facility | 5 |  |
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## Issues with creating Product Backlog

Discuss how you would deal with these issues in your groups

**Role Play: Release Planning Meeting**

The Product Owner from each team will now conduct a release planning meeting to explain the project requirements to the team, minimum marketable feature set, decide on length of the Sprint, deadlines and also discuss the product backlog.

## Issues with Release Planning Meeting

# Introduction: Paper Product Development

We do a mock product development using the technique of paper product development. The technique will be explained to you by your faculty. You will use it to develop the features committed in the sprint planning meeting.

# Role play: Sprint Planning Meeting

Using the existing backlog (initially provided by Product Owner and refined by you during Release Planning) plan your next sprint With the Faculty as your Product Owner, commit to the scope of your next sprint and create a Sprint Backlog ). List all the tasks related to each user story and estimate them. Create an initial Burndown chart.

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| --- | --- | --- | --- |
| Item # | User Story description | Initial estimate | Revised estimate |
|  | Sprint-1 | 14 |  |
| 1 | Login Feature | 4 |  |
| 2 | Access to payment gateways | 5 |  |
| 3 | Generic Browsing and Shopping cart facility | 5 |  |
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**Requirements:**

* **Login Feature:**
* **VMfoods requires a website where the customer can create a unique login for themselves.**
* **This login would be able to save customer data that will be required for future transactions. Customer should be able to login as a guest if he/she does not want to sign up.**
* **Payment Mechanism:**
* **Generic Browsing and Shopping cart:**
* **Category tabs:**

* **Top-selling products:**
* **Website look and feel:**

## Issues with Sprint Planning and Estimating Tasks

# Role Play: Daily Stand-up

## Perform a daily stand-up meeting. Based upon the previously simulated working day each team member answers the 3 relevant questions:

## What have I completed yesterday?

## What will I complete today?

## Are there any impediments in the way?

## Possible issues

# Role Play: Sprint Review

At the end of the Sprint, demonstrate the items your team has completed in the preceding sprint to the Product Owner (represented by the faculty or a member from another team).

## Issues in Sprint Review

**Role Play: Sprint Retrospective**

Do a retrospective of the preceding sprint. Discuss what went well and what did not. Identify improvements.