

# Practical Agile for Software Product Management

Concepts, Techniques, and Tools to Develop and Manage Market-Fit Software Products

## Module 2

### Introduction to Scrum Rituals & User Stories

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# What You Will Learn

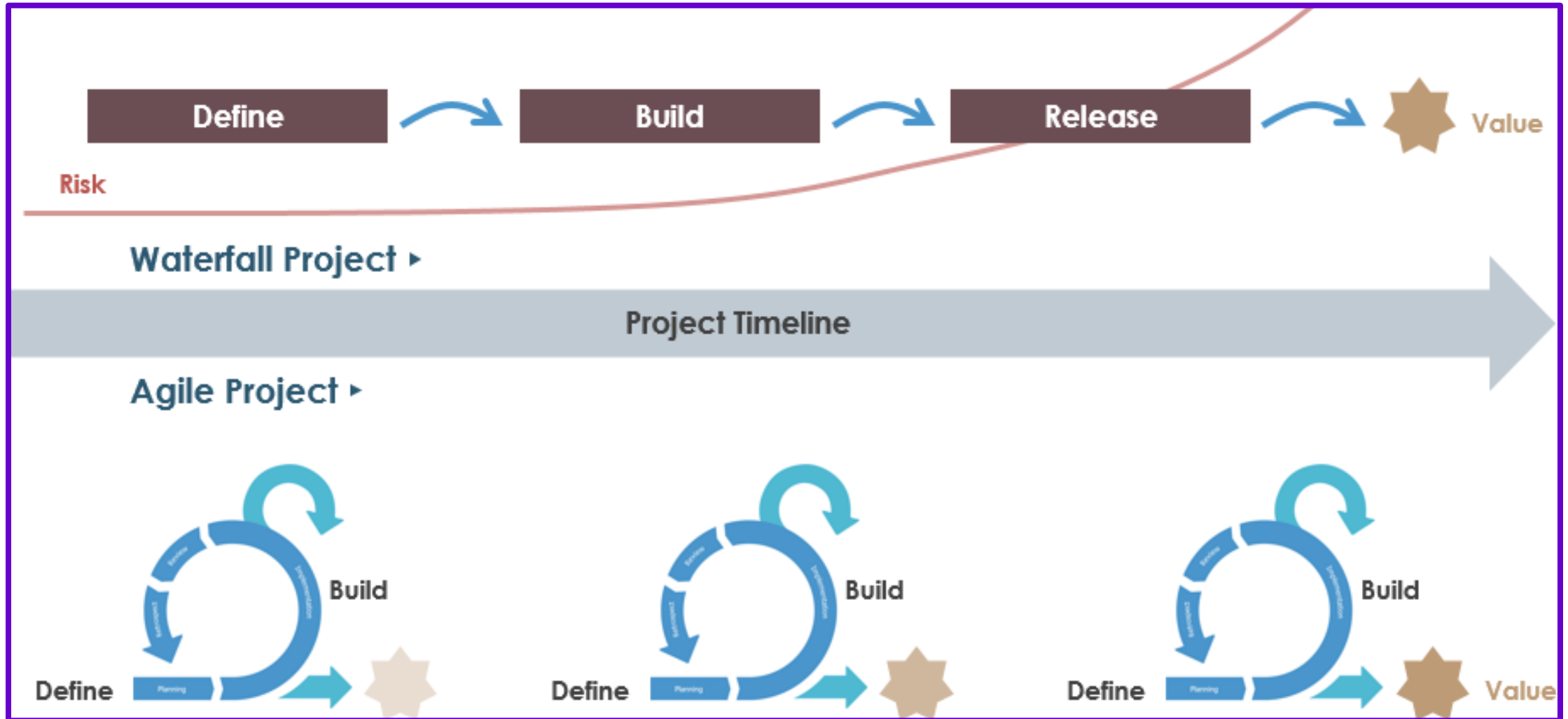


Scrum Rituals: Daily Standups & Sprint Planning

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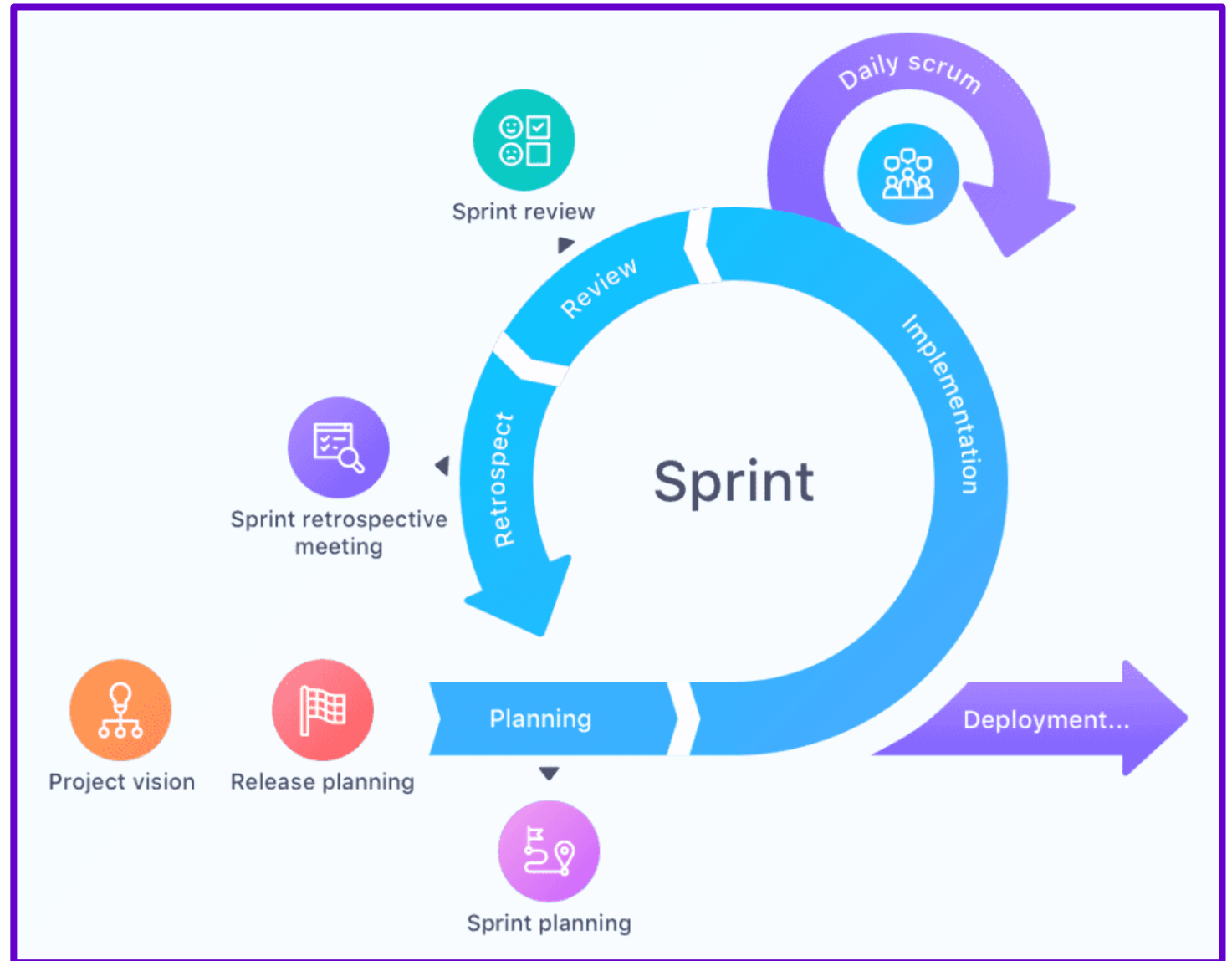
Scrum Artifacts: User Stories

# Remember: Waterfall vs Agile



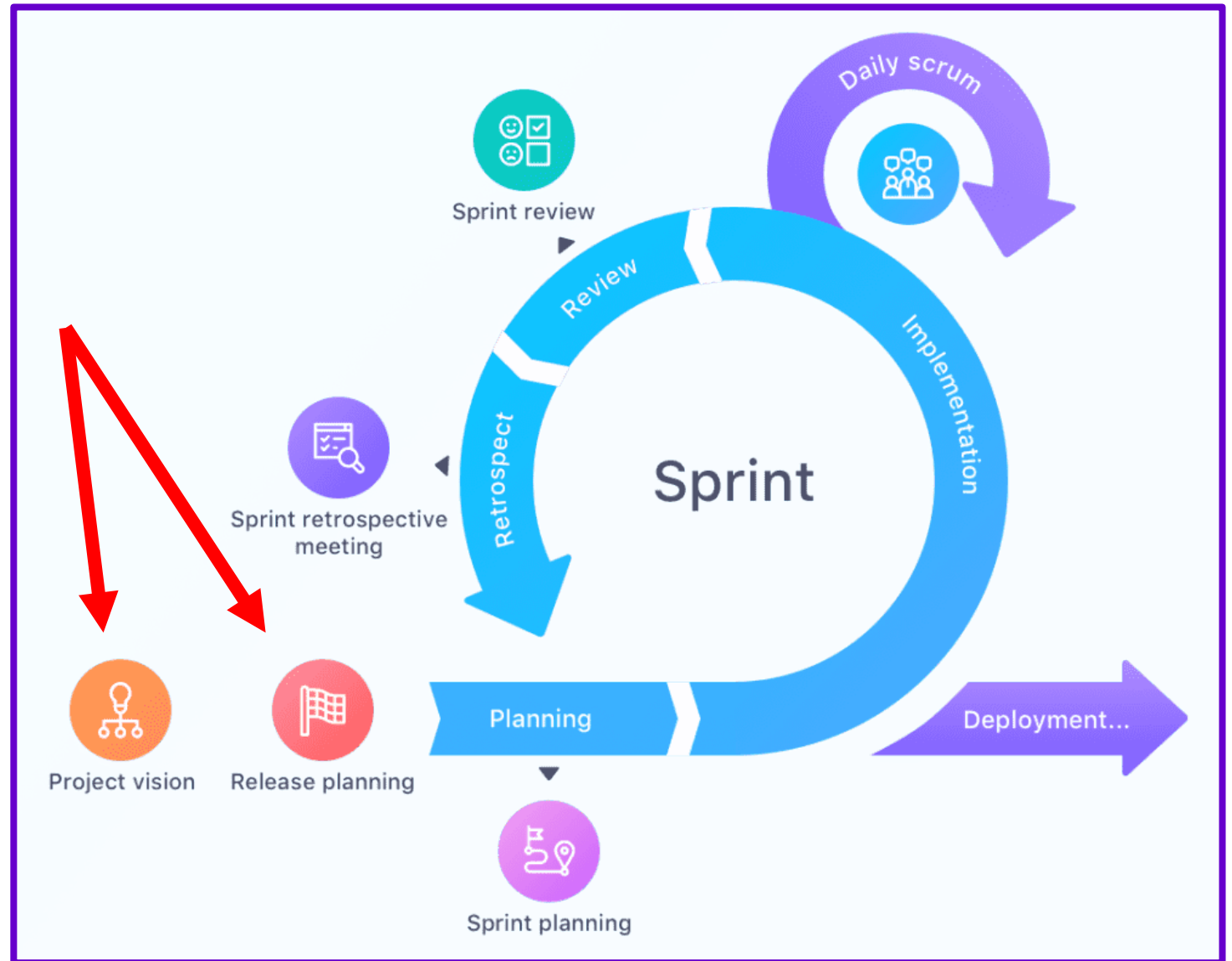
# Sprint Rituals

A Time-boxed face-to-face gathering in real time, which offers people the opportunity to have targeted communication with each other about the context of that work.



Before Starting a  
Sprint

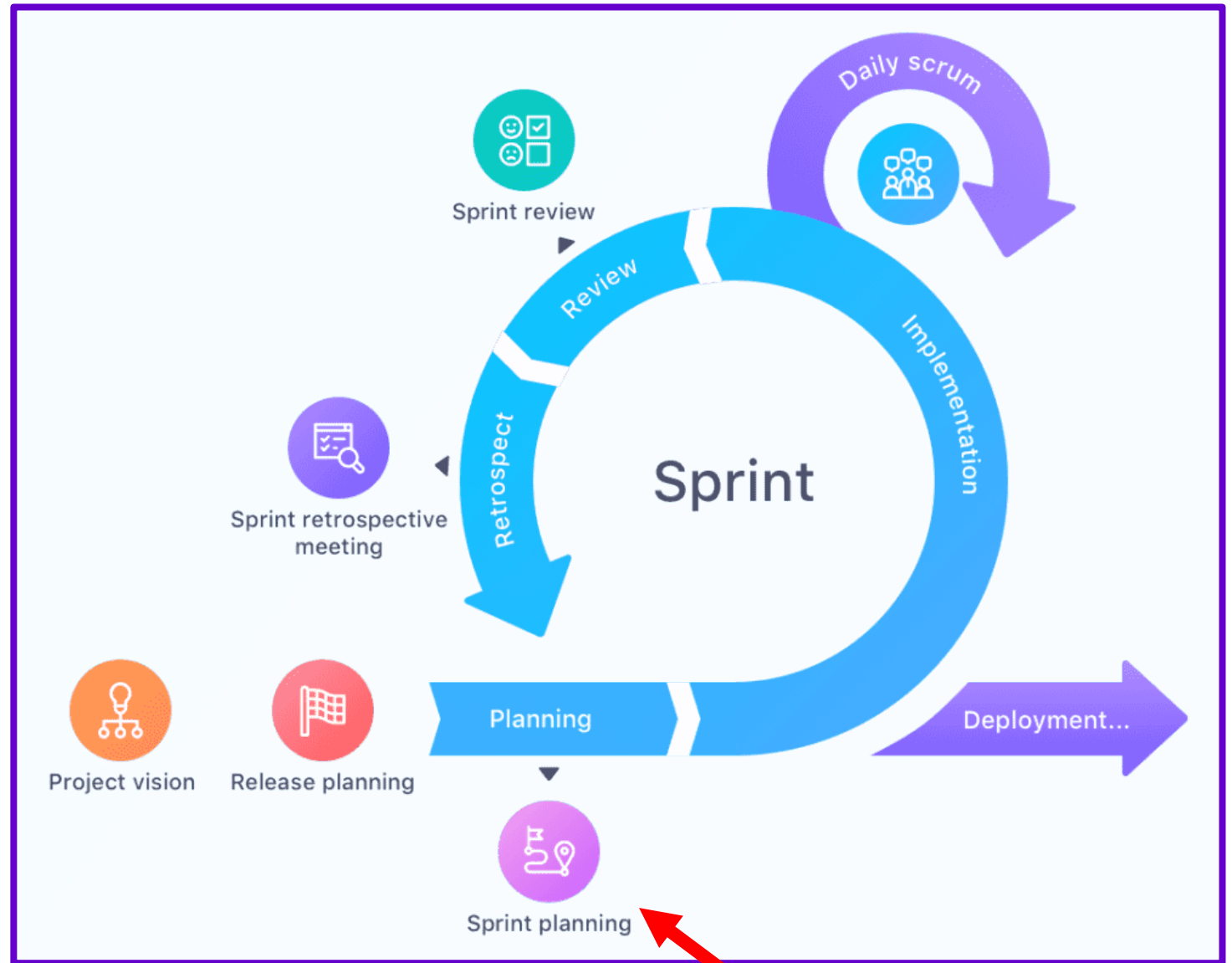
Review (Define)  
your product Vision,  
Mission and  
Release plan



## Sprint Rituals:

### 1. Sprint Planning

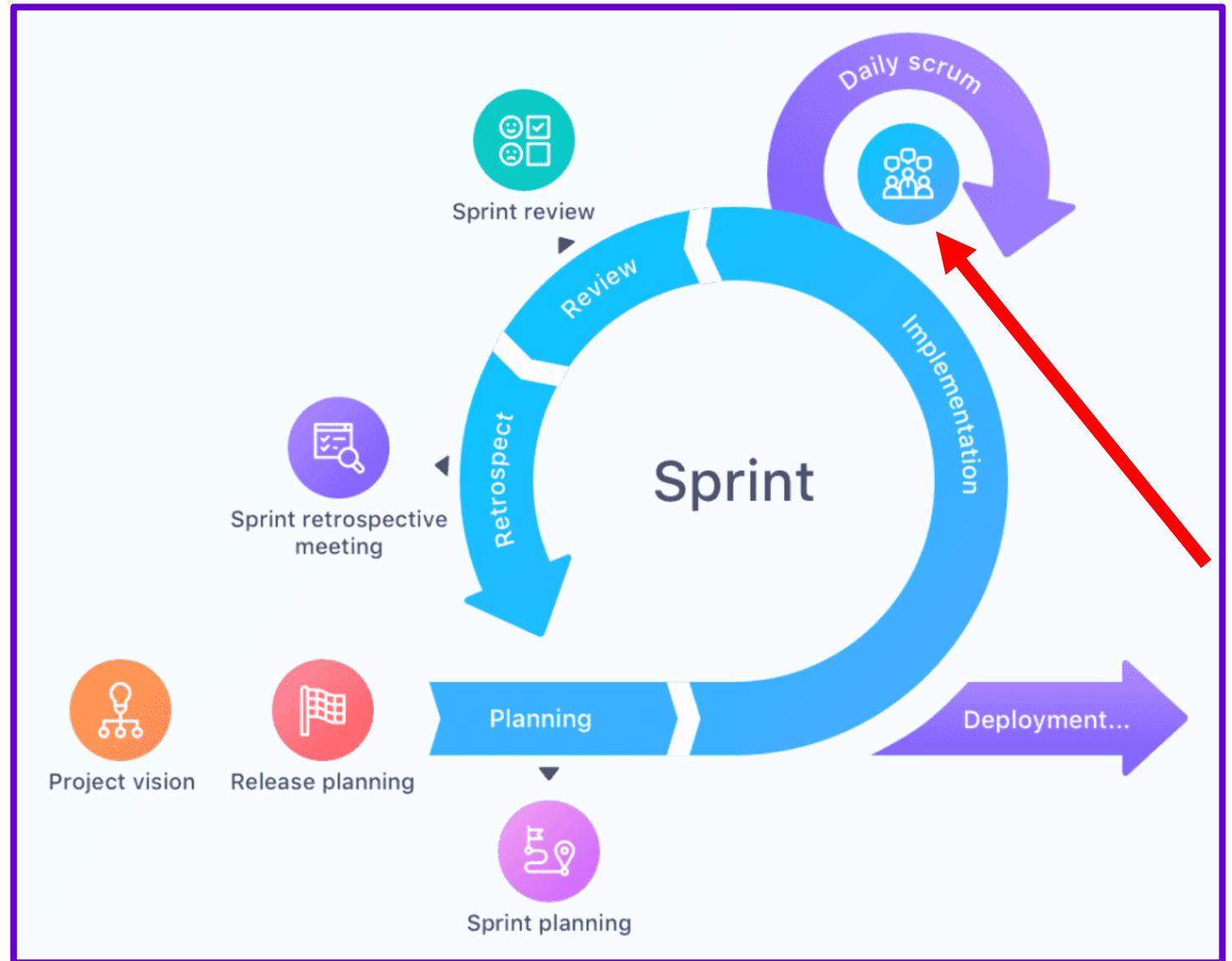
1. Introduce **New Stories** by PO
2. Estimate **Story Points** by Dev Team
3. Commit Stories To **Backlog**



## Sprint Rituals:

### 1. Daily Standup

1. What have you done since the last stand up?
2. What do you plan to do until the next standup?
3. Is there anything blocking your progress?



# What You Will Learn

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Scrum Rituals: Daily Standups & Sprint Planning



Scrum Artifacts: User Stories



# Scrum Artifacts

Artifacts are the tools of scrum that **allow teams to manage their scrum process.**

Anyone can point to the artifacts of a scrum team to **show people what they're working on**, what they've **accomplished**, and what they **expect to be able to achieve.**

■ story ■ product backlog ■ sprint backlog ■ scrum board ■  
definition of "done" ■ velocity charts ■ burndown chart ■  
product increment

## Scrum Artifacts: Stories Definition

Stories Aren't  
Technical  
Specifications

Name: *brief understandable feature name*

- *As a type of user*
- *I want to behavior*
- *so that justification for the behavior*

## Scrum Artifacts: Stories Acceptance Criteria's

Acceptance  
Criteria's Are  
Technical  
Specifications

### Acceptance Criteria:

- Given a *defined state*
- when a *set of conditions or events*
- then a *consistent and testable result*

# Story Example

Name: Rating Gallery Images

- As a gallery viewer
- I want to rate the images
- so that I can track and rank the images I've rated

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# Story Example: First Acceptance Criteria

- Given a logged-in user viewing a gallery
- when the user clicks a star in a rating widget for an image
- then the value of that star should be recorded as that user's rating for that image

# Story Example: Second Acceptance Criteria

- Given a logged-in user viewing a gallery
- when an image the user has rated is displayed
- then the rating widget should reflect the user's previously entered rating

# Story Example: Third Acceptance Criteria

- Given a logged-in user viewing a gallery
- when the "Favorites" switch is toggled on
- then only images the user has rated should be shown, in descending order of rating



# Research phase

Whether you are creating a landing page, a complex website, or an entire ecosystem for a product, the research phase is very important for **structuring a functional design solution**.

After analyzing the brief and **understanding your stakeholder's vision**, you need to set up a mission statement.

**Mission statement** is a short and affirmative description of the **project's purpose** that highlights the **problem your product is going to solve**.



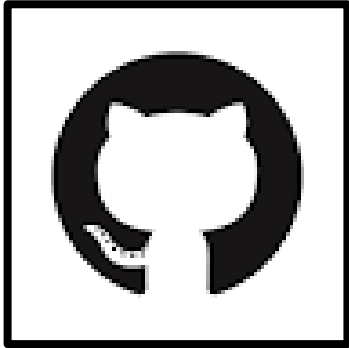
# Mission Statement Example

Setting up a mission statement helps you and your team always keep a product's purpose in mind, reducing the risk of going off the rails.

## **Mission Statement for Streaming Service**

An easy-to-use, modern streaming service that allows users to browse a collection of culturally interesting content, such as documentaries and movies for entertainment and educational purposes, for free.

# Access to Course Resources



**[https://github.com/samanipour/  
Practical-Agile-for-Software-  
Product-Management.git](https://github.com/samanipour/Practical-Agile-for-Software-Product-Management.git)**

# References

- [1] Green, M. D. (2016). Scrum: Novice to Ninja: Methods for Agile, Powerful Development, SitePoint.
- [2] Ockerman, S. and S. Reindl (2019). Mastering professional scrum: A practitioner's guide to overcoming challenges and maximizing the benefits of agility, Addison-Wesley Professional.
- [3] Martin, R. C. (2019). Clean Agile, Pearson Education.
- [4] Hall, G. M. (2017). Adaptive Code: Agile coding with design patterns and SOLID principles, Microsoft
- [5] سامانی‌پور، علی. (۲۰۱۸). آموزش اسکرام برای مدیریت چابک فرایند توسعه اپلیکیشن های وب و موبایل،  
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