

Sprint Planning

21

Force the Team to commit to six items, and just figure out how to reach it ?

GOOD IDEA, TRY ALWAYS

CAN SOMETIMES HELP

BAD IDEA

AGILECRAFT x Reaktor

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Force the Team to commit to six items, and just figure out how to reach it

Bad Idea

This one violates the basic principle that the Team decides how much work they can take into a Sprint. Only bad things can follow from that.

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