**05 – Release and iteration planning**

**1- Story prioritization**

***Objective:*** Have the participants understand what story prioritization is, and how to do it

***Materials:*** Stories form previous exercises, flip chart paper stuck to wall for each team

***Time:*** 20 minutes

***Preparation:*** none

Have each team determine a method to use to prioritize their user stories. Usual rules – not everything can be top priority, collaboration, etc.

About 1/3 of their stories should me “must have”

About 1/3 “should have”

About ½ of the remainder should be “could have”

The remainder should be “will not have”

For the “must haves”, have them further prioritize these into a build order – what to build first, build second, etc.

Have them put their stories onto the flip chart paper (building an information radiator) in priority order.

**2- Iteration slotting (initial planning)**

***Objective:*** Understand how to build a release plan iteration by iteration

***Materials:*** Prioritized stories, flip chart paper stuck to wall for each team

***Time:*** 15 minutes

***Preparation:*** none

Using the team size and iteration length from previous exercise, have each team calculate how many story points they think they can do in each iteration.

Have them break their stories into iterations, and have them put these stories into an iteration plan (another information radiator).

Only do this for the “must haves”, or a sub-set of them (say 4 iterations)

Explain how this exercise is done at the start of every iteration in iteration planning. Did stories not get completed in the last iteration? What happens to them? Do we need to move stories into further-out iterations? Maybe move some earlier?