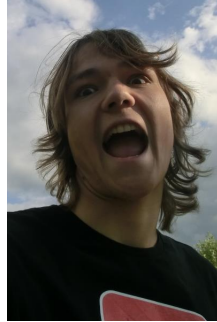


# CONTEXTPROJECT PROGRAMMING LIFE EMERGENT ARCHITECTURE DESIGN

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## **1 Introduction**

## **2 Product**

### **2.1 High-level product backlog**

Set of epics aligned with the product vision

### **2.2 Roadmap**

Major release schedule, release goals.

## **3 Product backlog**

First version with estimates and prioritized user stories.

### **3.1 User stories of features**

### **3.2 User stories of defects**

(if applicable)

### **3.3 User stories of technical improvements**

(if applicable)

### **3.4 User stories of know-how acquisition**

### **3.5 Initial release plan**

milestones, MRFs per release

## **4 Definition of Done**

(backlog items, sprints, releases)

## **5 Glossary**