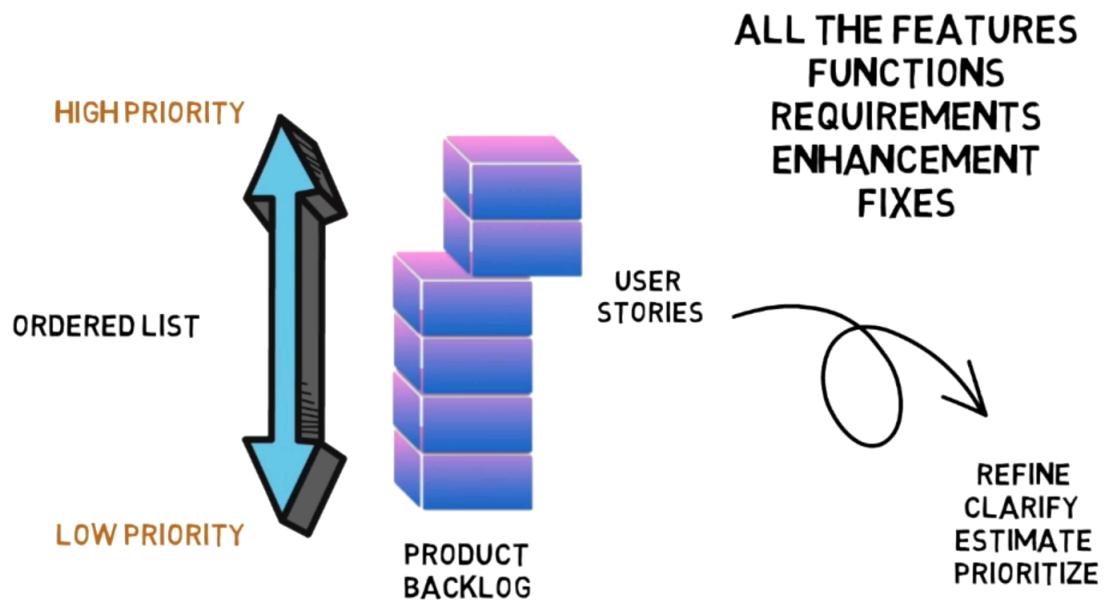
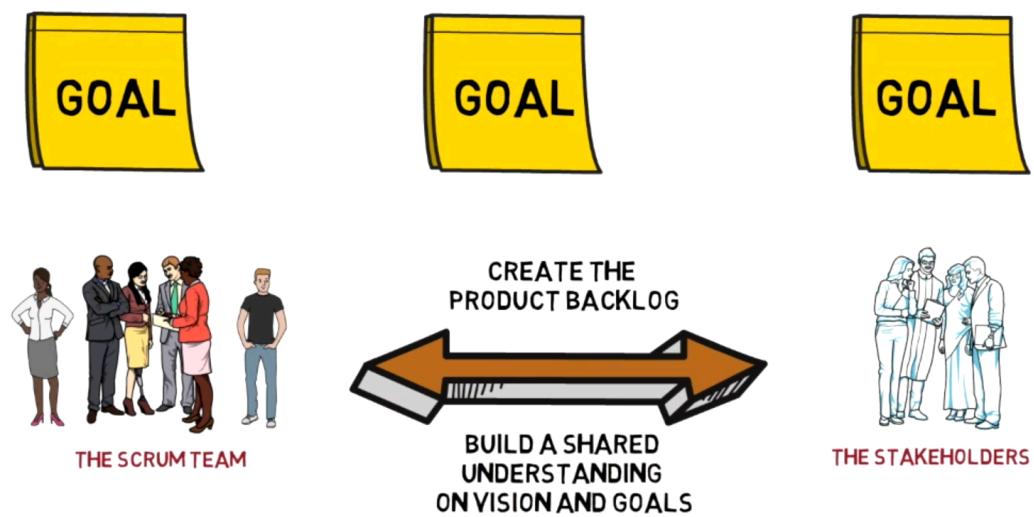


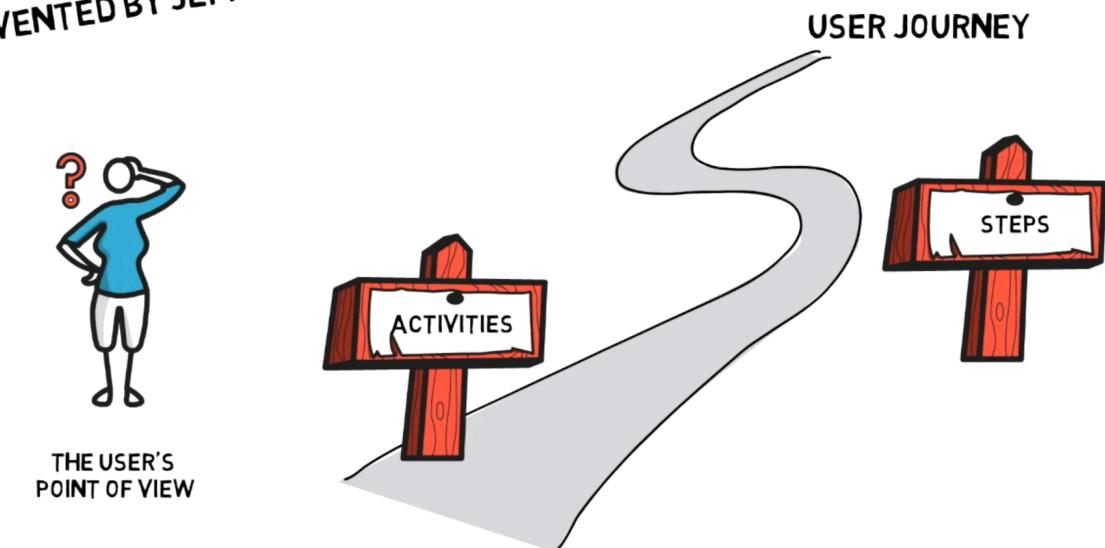
BACKLOG



STORY MAPPING



INVENTED BY JEFF PATTON



STORY MAP

DETAILS OF
THE ACTIVITY

USER ACTIVITIES

VISION

GOAL GOAL

ACTIVITY

ACTIVITY

TASK TASK

USER
STORY

1 DEFINE YOUR VISION



COMMON GOAL

WHAT?

WHAT PROBLEM ARE YOU TRYING TO SOLVE?
WHAT PRODUCT DO YOU WANT TO BUILD?

WHO?

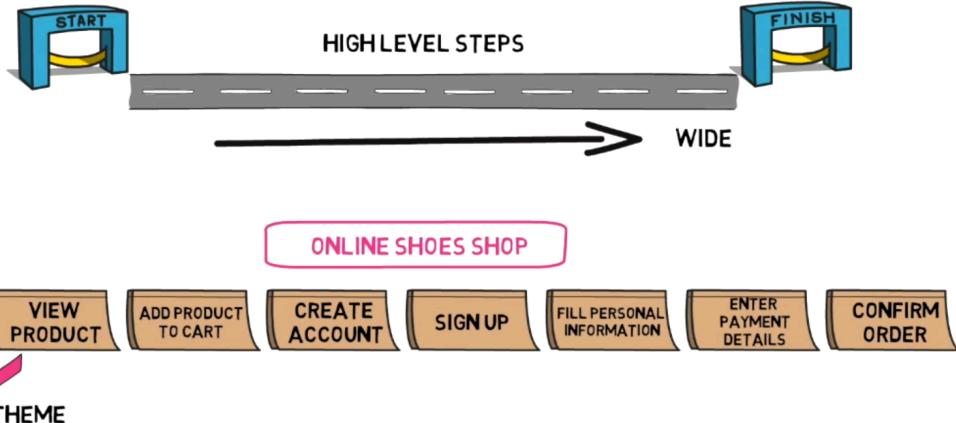
WHAT USERS ARE WE BUILDING THIS FOR?
WHAT BENEFITS WILL EACH OF THEM?

WHY?

WHAT'S THE BENEFIT OF THIS PRODUCT?
WHAT IS THE VALUE TO THE CUSTOMER?

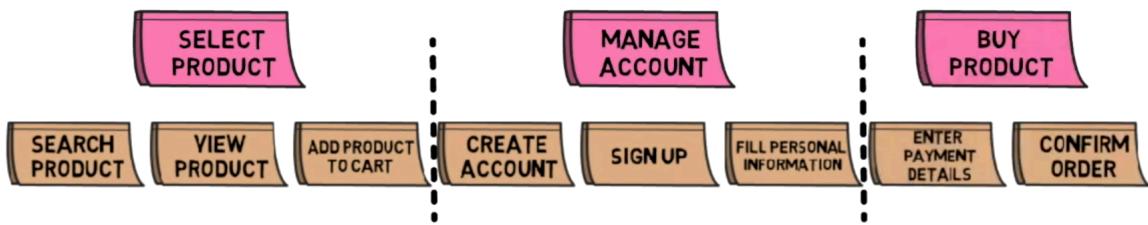
TEAM AND STAKHOLDERS SHOULD HAVE A COMMON UNDERSTANDING OF THE VISION

2 BUILD YOUR BACKBONE

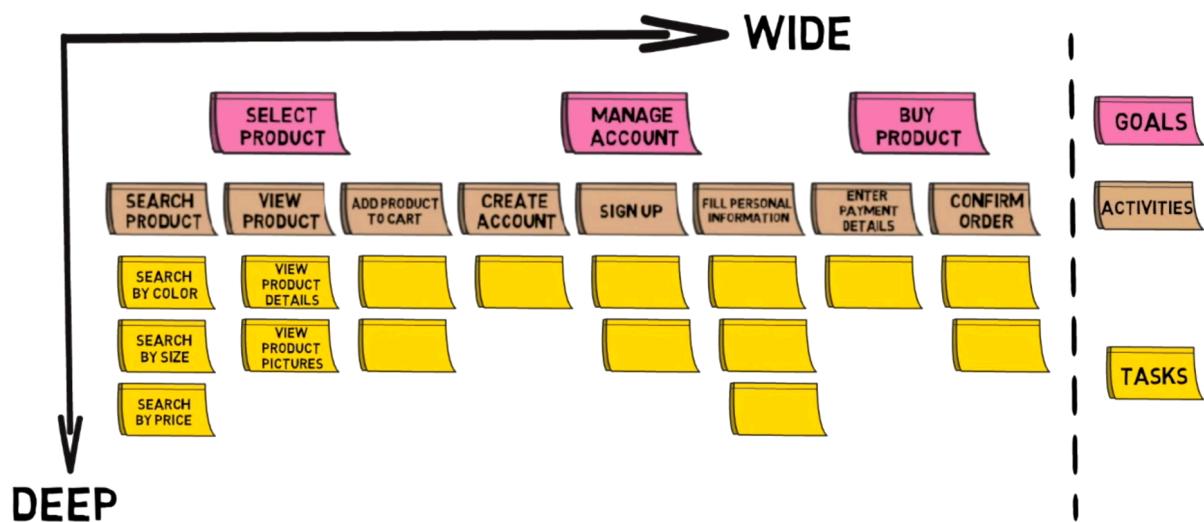


USE REAL USERS AND ASK THEM HOW WILL THEY USE THE PRODUCT

3 IDENTIFY AND GROUP ACTIVITIES



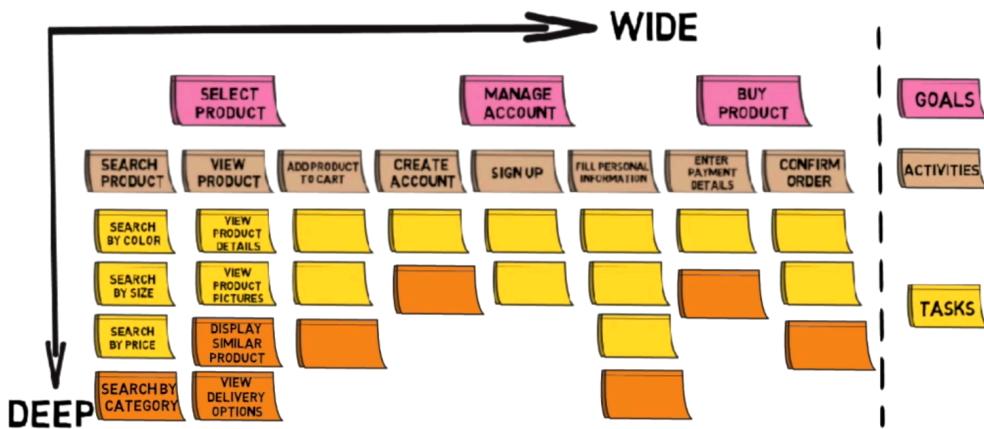
4 BREAK THE ACTIVITIES INTO TASKS





5 TEST IT FOR GAPS

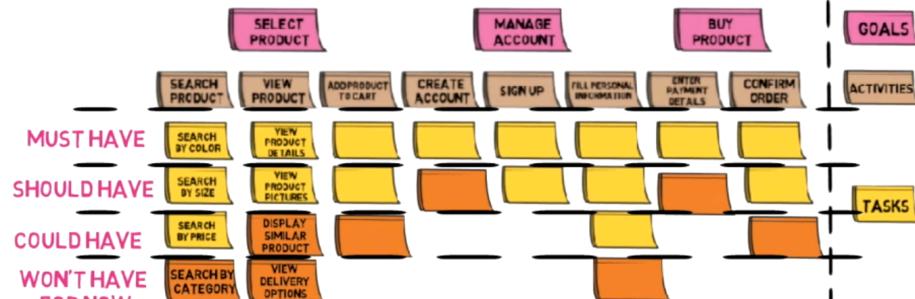
USER PERSONA 2



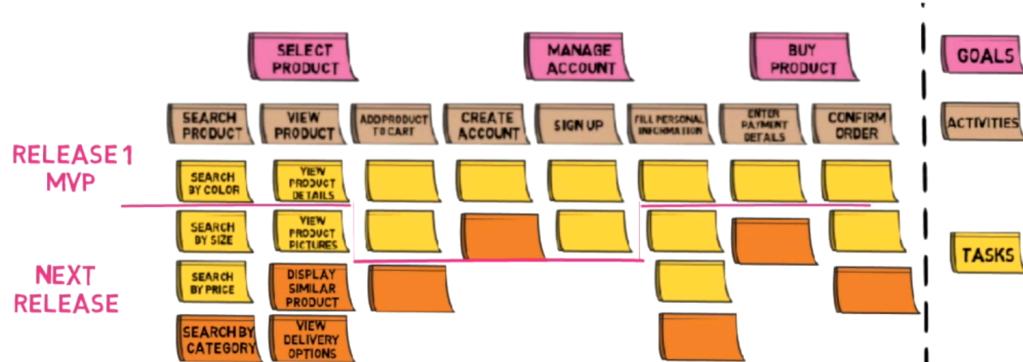
6 PRIORITIZE

HIGH PRIORITY

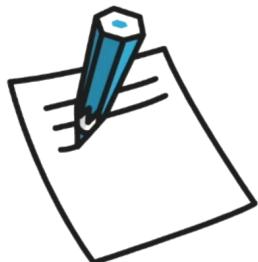
LOW PRIORITY



7 DEFINE ITERATIONS OR RELEASES



8 KEEP IT UPDATED



LIVING ARTEFACTS



VISIBLE TO THE
WHOLE TEAM



SHARE THE PROGRESS

YOUR STORY MAP

