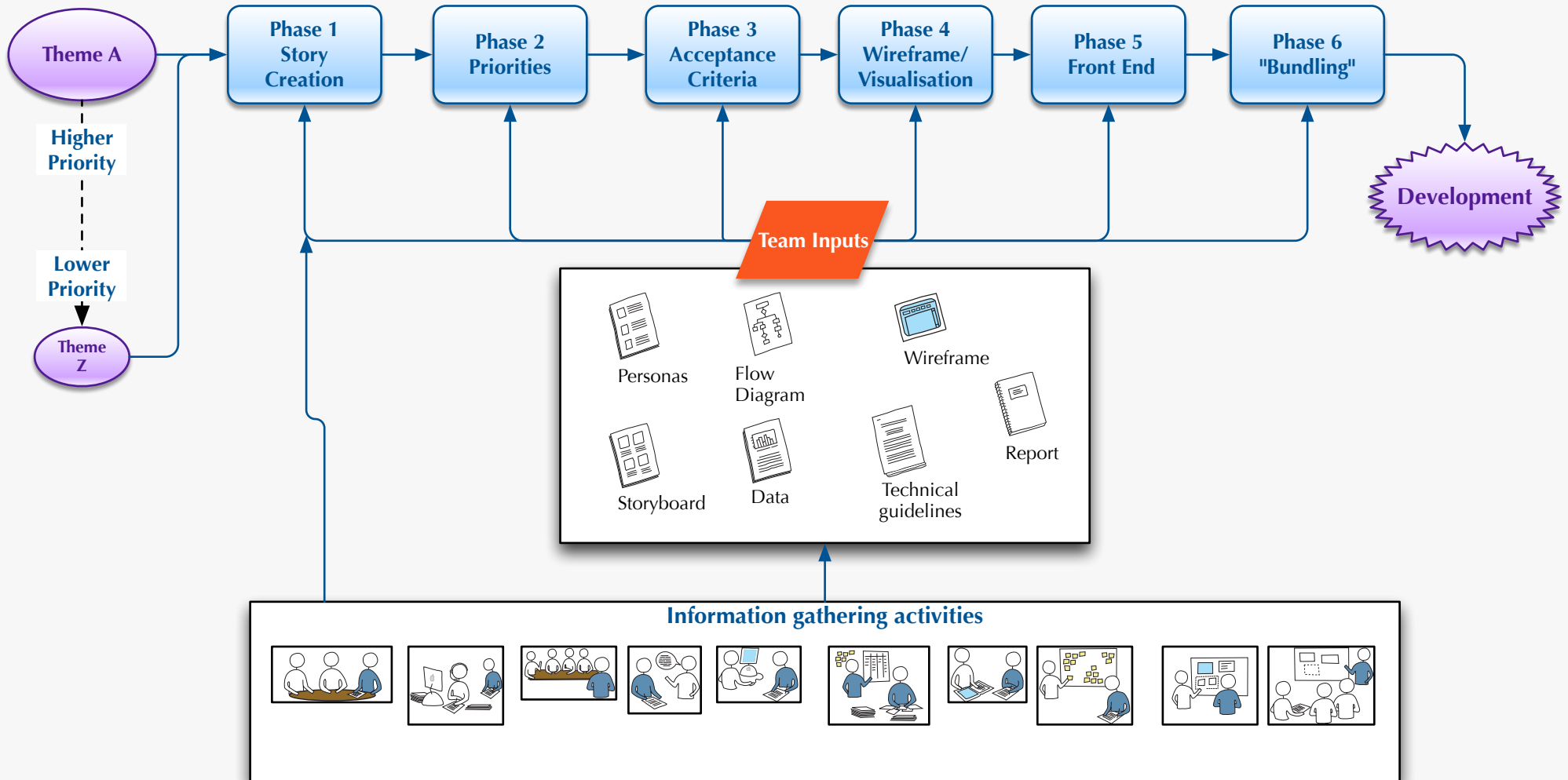


Phases of Backlog Creation

Created by Ed Wong at <http://projectslittlehelper.com>

| Story Creation | Ordering | Acceptance Criteria | Prototyping | Front End | "Bundling" |
|--|---|---|---|--|---|
| <p>1</p> <p>What needs to be done?</p> <ul style="list-style-type: none"> • User research/ recruitment/interviews • User Persona writing • Theme headlines created (or stories right away) • Brainstorm on ordering first pass Themes/Epics. • Break Epics into smaller stories as much as possible • Acceptance criteria (AC) where suitable/possible at this stage. <p>Who is involved?</p> <ul style="list-style-type: none"> • Product Owner • User Experience Designer • Users (ideally) • Developers • Business Analyst/ Technical Architect • Tester | <p>2</p> <p>What needs to be done?</p> <ul style="list-style-type: none"> • ORDER THE STORIES • Do the stories seem right? • Are they meaningful stories with good structure? • Any epics missed out? <p>Who is involved?</p> <ul style="list-style-type: none"> • Product Owner • Developers • Business Analyst/ Technical Architect | <p>3</p> <p>What needs to be done?</p> <p>Acceptance Criteria on Release Backlog stories</p> <ul style="list-style-type: none"> • Sense check: do the ACs seem right? • Check and remove anything too prescriptive that's sneaked in (are you are missing UCD input?) • Are they meaningful AC with good structure? <p>Who is involved?</p> <ul style="list-style-type: none"> • Product Owner • Tester/Developers • User Experience Designer • Business Analyst/ Technical Architect | <p>4</p> <p>What needs to be done?</p> <ul style="list-style-type: none"> • User Experience Design to produce prototypes based on the story batches and domain knowledge. • UCD to improve prototyping based on conversations around particular stories with product owner, users, that they need to understand better. <p>Who is involved?</p> <ul style="list-style-type: none"> • User Experience Designer • Tester/Developers • Product Owner | <p>5</p> <p>What needs to be done?</p> <ul style="list-style-type: none"> • Conversations between front end and UCD to make sure there is a flow of understanding between them. • HTML/CSS interpretation of prototypes <p>Who is involved?</p> <ul style="list-style-type: none"> • Front end developer • User Experience Designer • Developers | <p>6</p> <p>What needs to be done?</p> <ul style="list-style-type: none"> • Stories + AC + wireframes + HTML front end = story pack ready for devs to plan from. <p>Who is involved?</p> <ul style="list-style-type: none"> • Product Owner • User Experience Designer • Front End Designer • Developers • Business Analyst/ Technical Architect |
| <p>Iteration Manager/Development Team Manager/Scrum Master</p> <p>Is involved at each phase, helping the correct people communicate and input into the process.</p> | | | | | |
| <p>NB-This is a guide only. It was created for a particular condition, and should be assessed and adapted to your conditions</p> | | | | | |





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Product Owner

The Product Owner represents the needs of the project's stake-holders...both the needs of the customer and also the needs of the business. She has clear responsibility and authority for ensuring that the product delivers value to the end user and to the business.

The Product Owner takes into account the requests from stakeholders and has the authority to make calls on what to prioritize based upon the value delivered to the business, the users and the needs of the development team.

The PO writes User Stories and places them in the Product Backlog.

The PO decides with input from the rest of the team, which stories will be chosen for each Sprint (AKA Iteration).

The Product Owner is readily accessible (on a daily basis) by the Team during development to answer queries about stories in development.

- elicit business needs
- guide the ordering of the Product Backlog
- manage the Release Plan
- manage Return on Investment

Iteration Manager

The Iteration Manager is there to facilitate a team's ability to get things done. They facilitate and protect the process of the Team and clear impediments that are in the way of the Team completing their goal. This could be as simple as making sure the heating works or making sure that required development equipment is working properly (servers, version control repositories etc). This also includes providing a framework for the team to communicate freely with each other, such as a daily "stand-up" meeting, planning, review and retrospective sessions

- manage the process
- remove impediments
- facilitate communication

Team

The team has the responsibility of delivering the product. The team is designed to be "cross-functional"...meaning that the members of the team contains the necessary skills and knowledge to deliver the functionality described in the Product Backlog. They regularly inspect their progress and adapt their planning to take any learning into account and come up with the best way for them as a team to collaborate and produce the best code.

- software quality
- implementation of User Stories
- delivery of functional software increments
- self-organizing

Developers

The developers will be given the freedom to develop the code to realise the business value inherent in the User Stories.

They deliver working, tested functionality at the end of each iteration.

They work closely with the Product Owner to make her aware of issues with stories in the backlog and of better ways to implement features.

They also ensure that architecture and technical design are taken into account, working with a Technical Architect where necessary.

Functional Tester

As well as tests of specific code that the developers run as they develop that code, each story will have a set of acceptance criteria which can be tested against to ensure that the story is "Done".

Automated tools can be used to create a suite of tests that can be run against the application to provide a suite of regression tests.

User Experience Designer

A story driven development has the user at the heart of the process. User Stories that are generated by the Product Owner should also be tested empirically by a User Experience Designer.

This involves activities such as card sorting and mock-up testing with users, through to wire-framing for the development team and consulting with the Product Owner on the results of their findings. The User Experience Designer will also undertake user testing with pre-release versions of the product.

Business Analyst

A Business Analyst will work with the Product Owner and other team members to develop a shared understanding of the domain, and solution, using a range of facilitation and communication skills.

Will be involved in creating and maintaining the Product Backlog. Stories, with acceptance criteria which can be tested against to ensure that the story is "Done".

Sometimes will take on the Product Owner role.

Others

Colleagues may be included as a project progresses for input such as architecture, deployment, integration, load and performance testing, etc.

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