AGILE WORKSHOP

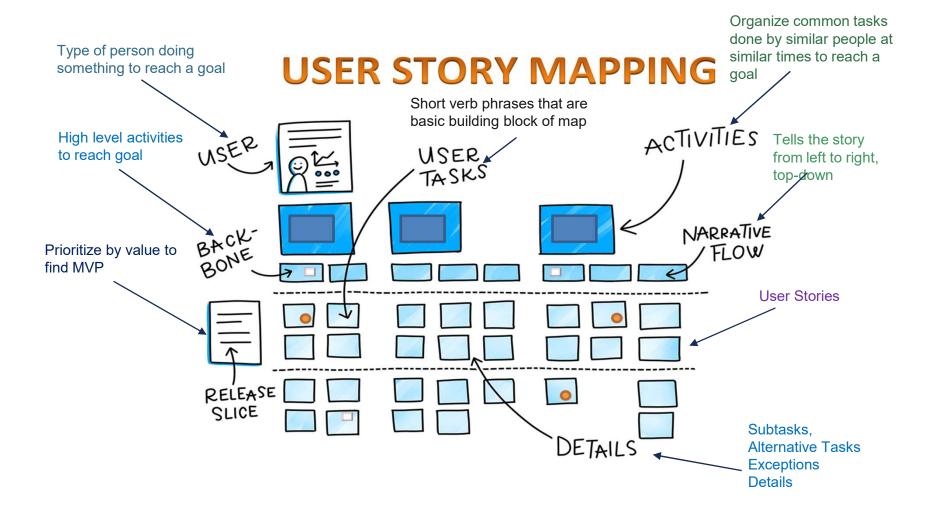TUESDAY, NOVEMBER 12, 2019

Presented by the PMINYC Agile Team:

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AGENDA

- ❑ Welcome & Introduction
- ❑ User Story Mapping Basics
- ❑ Workshop Exercise
- ❑ Debrief

User Story Map

Type of person doing something to reach a goal

High level activities to reach goal

Prioritize by value to find MVP

USER STORY MAPPING

Short verb phrases that are basic building block of map

USER

USER TASKS

BACK-BONE

RELEASE SLICE

Organize common tasks done by similar people at similar times to reach a goal

ACTIVITIES

Tells the story from left to right, top-down

NARRATIVE FLOW

User Stories

DETAILS

Subtasks, Alternative Tasks Exceptions Details

WHAT IS A USER STORY MAPPING ?

- A technique invented by Jeff Patton to help discover requirements from a user experience point of view by seeing the big picture

- Helps make decisions about refining and prioritizing your backlog

- Promotes silent brainstorming and a collaborative exercise with stakeholders.

- A grid of user stories laid out under headings that represent the user's experience moving through the product

- Encourages an iterative development approach where early releases help validate the solution or product

- Useful model for discussing and managing scope

WHO SHOULD PARTICIPATE?

User story mapping is a collaborative exercise for any team that contributes to the successful delivery of customer value including:

➢ Operations / IT

➢ Product Management

➢ Sales

➢ Marketing

➢ Customer Support

➢ Finance

➢ Legal

➢ Engineering

➢ User Experience / Design

HOW DOES IT WORK?

1. Frame the problem (Big Story)

   ➢ What problem are you trying to solve?

   ➢ What product and features do you want to build?

   ➢ Who will use the product?

2. Map the big picture

   ➢ Who is your target customer to make this product a success?

   ➢ How will they use this product?

   ➢ Map the story from left to right which forms the backbone of your story map

3. Explore and map activities

   ➢ Break down large user tasks into smaller user tasks

4. Slice map to form an incremental product release with a minimum viable product (MVP)

5. Create a development strategy to help teams release the best product possible in the time constraints they have to learn fast and avoid risk

HOW TO BUILD A MAP

Walk through the problem by telling a story of the activities and tasks to be performed and write them on post-it notes

When telling the story have multiple people poised with post-it notes and group similar tasks together

Identify Core Activities - Create the 'backbone' by grouping core activities together forming a skeleton and review
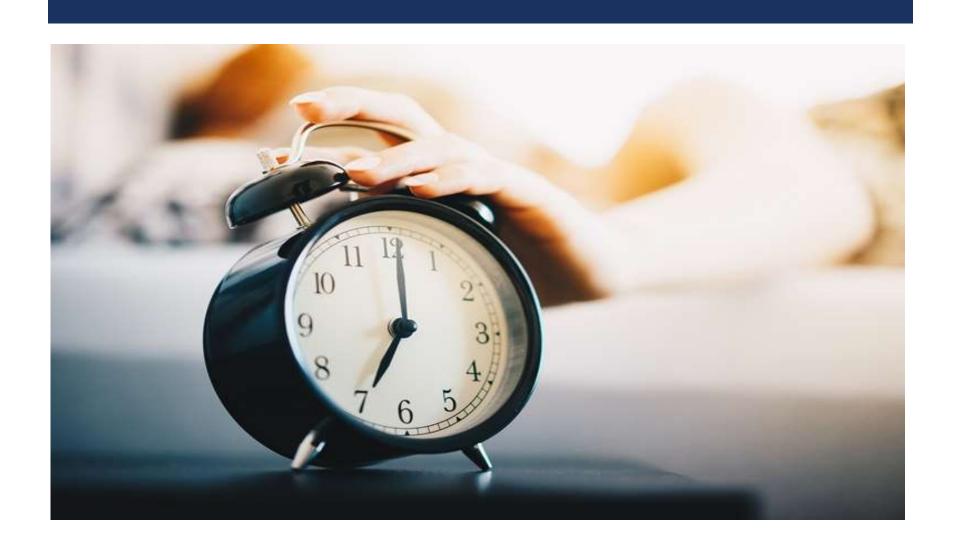
Create subtasks to provide more details and place them below each task

Prioritize the sticky notes. The higher the sticky note the more important it is for the user to complete tasks and reach goals

Slice up phases - Find Minimum Viable Product (MVP) by drawing a line between the steps to find the minimum set of tasks that make the outcome possible

Review map and rearrange tasks as necessary

HOW TO BUILD A MAP

Capture the tasks – Write tasks on post-it notes

Narrative flow – Place all the notes in order of left to right to tell the story from beginning to end

Place them roughly in time order from left to right, removing any duplicates

Group similar tasks or ideas together and name the groups as goals

Create subtasks to provide more details and place them below each task

Prioritize the sticky notes. The higher the sticky note the more important it is for the user to complete tasks and reach goals
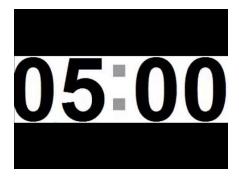
Slice up phases - Find Minimum Viable Product (MVP) by drawing a line between the steps

Review map and rearrange tasks as necessary

Wake Up In the Morning

STEP 1:

05:00

Individually list morning activities

Writes down as many activities as you can from the moment you wake up until you reach the office on sticky notes

One sticky note for each activity
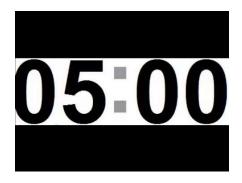
STEP 2:

Backbone
Activities

10:00

As a team (groups of 4 or 5), group the activities into categories / goals

Take similar sticky notes and group them together and create a heading

Each team should place each group of sticky notes under the heading that best matches the activity
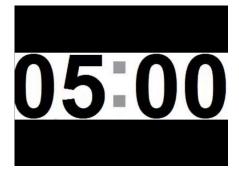
STEP 3:

Order the group of activities by time

Teams order the activities from left to right sequentially, in a way that the order makes sense as a story with a beginning, a middle and an end (for example: wake-up, washing, breakfast, home arrangements , kids, travel, reach the office..).

STEP 4:

05:00

Order activities within each group by priority

For each group, sequence the activities in order of **priority**. Hint: Natural sequence does not necessarily represent priority
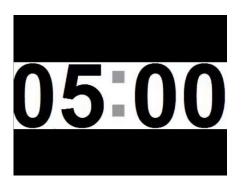
STEP 5:

Drama

10:00

Your alarm did not go off!

You have a big meeting and MUST leave your house within 30 minutes or the big contract will be lost

- What do you do?
- What part of the morning routing will you drop to fit in the minimal time that you have?
- Draw a horizontal line to indicate what will drop. (Hint: This will not be a straight line)

STEP 6:

More Drama!

05:00

Traffic alert!

You just heard a traffic alert and estimate your drive time will take additional 15 minutes.

- What more do you drop?
- Draw a horizontal line to indicate what will drop. (Hint: This will not be a straight line)
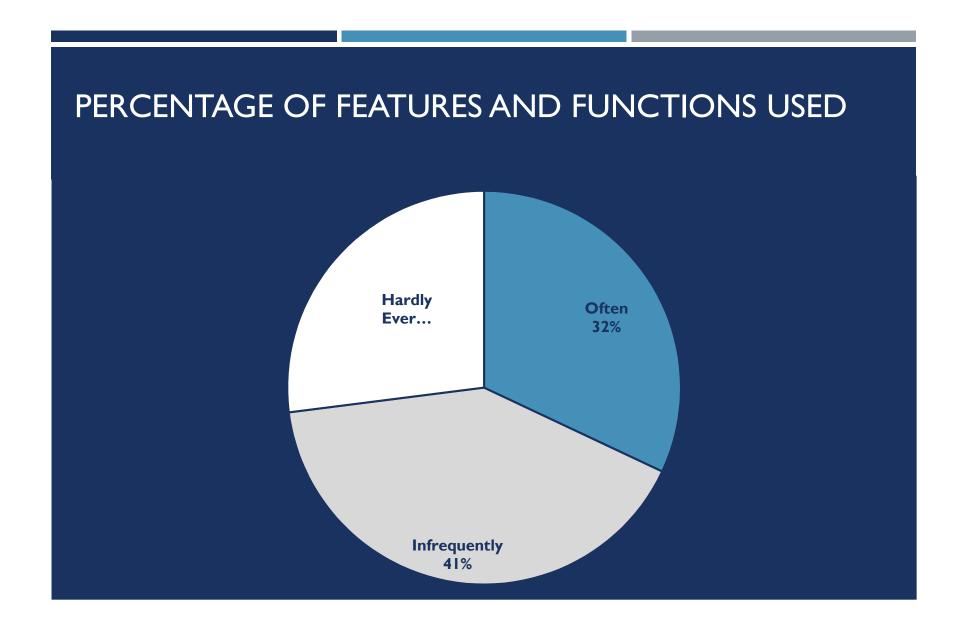
MINIMUM VIABLE PRODUCT (MVP)

- What was our ultimate goal?

- What things were easy to let go of to meet the goal?

- What were some of the more difficult decisions?

- What happened when another 15 minutes was lost?

- How does it feel those mornings when you plan for reduced time vs morning when the alarm doesn't go off?

MINIMUM VIABLE PRODUCT (MVP) CONSIDER

- Those things that must be in place or you don't release. Consider, what is the **true** MVP of your current project?

- How much is being worked on that is not MVP? When would you release if not for these items?

- How does this relate to the projects you face in your work?

PERCENTAGE OF FEATURES AND FUNCTIONS USED

Hardly Ever...

Often 32%

Infrequently 41%

Source: Modernization in Place, Standish Group, 2015

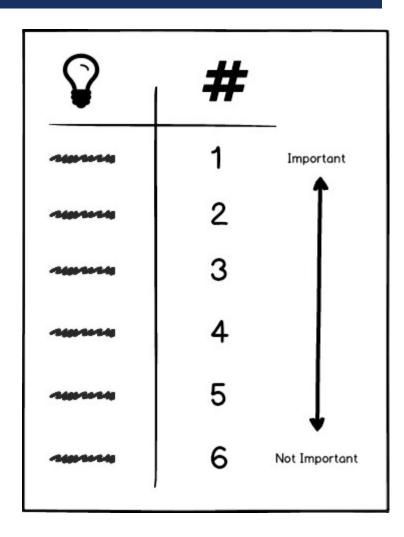# PRIORITIZATION METHODS

HIGH, MEDIUM, LOW

High

Medium

Low

MₒSCₒW

M ust have to release or release is delayed

o

S hould have to release, but release will not be delayed

C ould have in release

o

W on't have in release, out of scope

STACK RANK

- At its most basic level, **stacked ranking** is the act of taking your list of items (ideas, stories, epics, etc.) that needs **prioritization** and **ranking** them from the most important (top of the **stack**) to the least important (bottom of the **stack**).

PRIORITIZATION TECHNIQUES

Stack Rank

- Best

MoSCoW

- Good

High, Medium, Low

- Poor

MINIMUM VIABLE PRODUCT (MVP) DISCUSSION

- Those things that must be in place or you don't release. Consider, what is the **true** MVP of your current project?

- How much work is being done today that is not spent on MVP features? When would you release if not for these items?

- How does this relate to the projects you face in your work?

USER STORY MAPPING BENEFITS

- Focus on user value

- Prioritizes the right work

- Drives clear, well-sized requirements

- Deliver new value early and often

- Exposes risks and dependencies

- Build shared understanding

CALL TO ACTION - DISCUSS

- How can you use the concepts from this workshop in your own teams and projects?