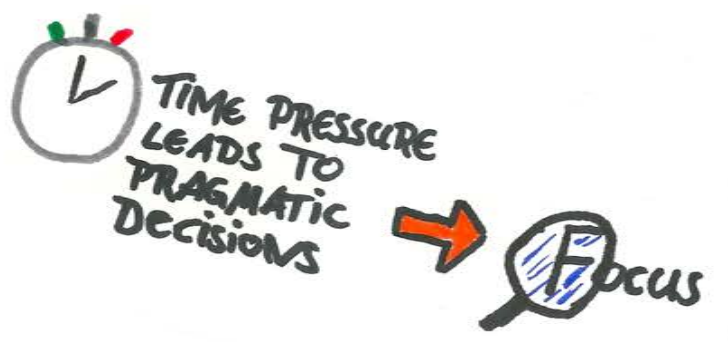
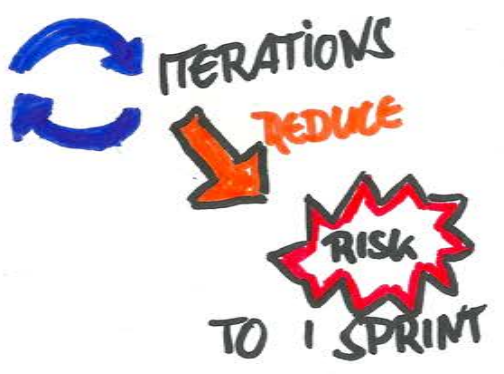
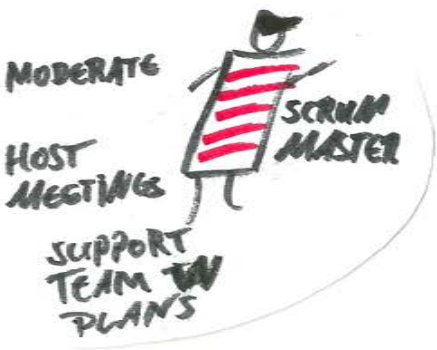
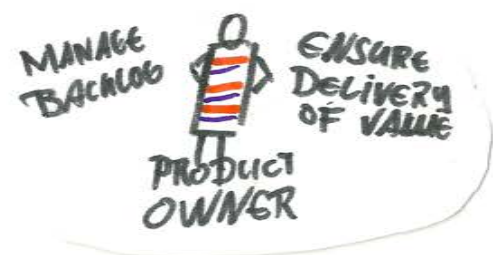


# SCRUM PRODUCT OWNER

@mab  
MAY 2014





SLICE SPRINTS PER FEATURE NOT PER LAYER

1 SPRINT



PLAN RELEASE

TYPES/STRATEGIES

- RELEASE GOAL
- JUSTIFICATION
- DATE & COST
- REQUIREMENTS
- TEAM CAPABILITIES
- RELEASE BACKLOG
- MAJOR
- MINOR
- FUNCTIONAL
- RELEASE NEW FUNCTIONALITY WHEN ITS READY

OPTIONS

- DATE TARGET
- FEATURE TARGET



DEFINING THE PRODUCT VISION



ENSURE DELIVERY OF VALUE

CREATED BY TEAM & PO

TRANSPARENT



DONE

CAN BE CHANGED OVER TIME

AS CONCRETE AS POSSIBLE

DEFINE MEASURES/CRITERIAS



MANAGE REQUIREMENTS

REFERENCE TO OTHER ARTEFACTS

HOLDS REQUIREMENTS  
 → FACILITATE IMPLEMENTATION  
 5-10 STORIES PER SPRINT (4 WEEKS)



PRODUCT BACKLOG UNITS OF DELIVERABLE WORK

CREATES TRANSPARENCY

IS PUBLIC

UNDERSTANDABLE

ITEMS USER STORIES  
 FEATURES CONSTRAINTS  
 BEHAVIOURS BUG/DEFECTS  
 USE CASES DESIREMENTS  
 NON FUNCTIONAL REQ.

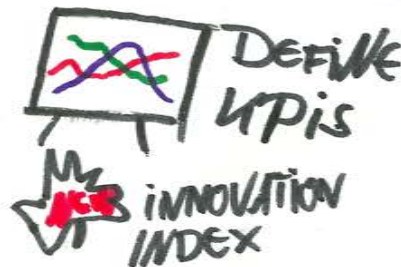
PRIORITIZE REQUIREMENTS

VALUE

EXISTING CUSTOMERS PROSPECTS



RISK COMPLEXITY DEPENDENCIES EFFORT



DEFINE KPIS

INNOVATION INDEX

STRATEGIC ALIGNMENT INDEX

ON PRODUCT INDEX

USAGE INDEX

60 80 70 INSTALLED VERSION INDEX



