
PRODUCT BACKLOG

Sort the cards into appropriate
categories – **Rule**,
Good Practice, or **Avoid**



RULE

A definition of what
a Product Backlog is.




GOOD PRACTICE

A practice which is commonly done
and is good to do.


AVOID

A practice which, in most cases, is recommended to be avoided.

But, for almost all of them, it's possible to imagine a scenario where that practice would make sense.



The Product Backlog is flexible – items can be added/removed/edited at any time – but items in current sprint are locked.




The Product Backlog is a list of everything the PO (or stakeholders) would like the team to work on in the product.




Multiple Teams can pull
items from the same
Product Backlog.




Priority of the Product Backlog
Items is owned by the Product
Owner.




Each Team can have only
one Product Backlog.




The Product Backlog is prioritized (or ordered) so that there are no two items at same priority (forced priority).




Stakeholders and
Development Team members
can contribute items to the
Product Backlog.




The Product Backlog
is supplemented
by other artifacts that
help provide context
(like product vision,
product roadmap).



Top Product Backlog Items
should be small enough
so that the Team
can select several items
into a Sprint.




User-facing
Product Backlog Items are
often written as
user stories.




Product Backlog Items
are estimated, typically using
some relative estimation
approach by the Team.


The Product Backlog is regularly updated and refined, collaboratively by the PO and the Team, to keep top items "ready" for the Team to work on in next Sprints.




Product Backlog Items
at the top of the
Product Backlog have
been refined and are at
higher level of detail
than lower priority items.




The Team can pull backlog items from multiple backlogs, prioritized by separate PO's.




Product Backlog Items
should be accompanied
by a detailed solution
specification.




Product Backlog Items
are all engineering tasks or
horizontal architectural
components/items.




It's good to store/save all
Product Backlog Items,
even if they are
no longer valuable or
are very old.




Estimates can be provided separately for different disciplines (e.g. design, testing, coding), at different times.




All Product Backlog Items
should be completed by the
end of the last Sprint.




Only the PO can contribute
Product Backlog Items.



The Team can prioritize
Product Backlog Items
that have a strong
technical element to them.




The Product Backlog has to
be fully defined before
starting the first Sprint.




Defects are best handled in
a separate tool/list outside
the Product Backlog
prioritization.



The Product Backlog can
also include Items to be done
by people outside the Team.



It is sufficient to group rank
the Product Backlog Items,
e.g. to Must-Haves, Should-
Haves, Could-Haves.



The Team should maintain
a separate technical backlog
for their own use.

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