SPRINT PLANNING

The Sprint Planning meeting is on, and the PO and the Development Team discuss what to do in the Sprint. The PO has expressed that it would be important for her to complete the six (6) top items from the Product Backlog, in order for her to have confidence that they can meet the desired functionality in the next release (after a few iterations). The Team discusses the Backlog and its items, and conclude that the best they can commit to is the four (4) most important items. The PO is unhappy at this.

Please consider the following possible reactions and decisions, and divide them into four groups (see backside of this card) based on how good they are in resolving the situation.

GOOD IDEA, TRY ALWAYS

These should be default approaches to try first.

CAN SOMETIMES HELP

If "Good Ideas" don't work, these can sometimes provide a solution, but often have downsides, challenges, or are otherwise rarely feasible options.

BAD IDEA

These ideas don't really work.
Avoid them, as they often try to mask the problem
instead of solving it.

Split low value subfeatures to new stories and postpone them after the release, or just drop them

AGILECRAFT

Replace higher effort solutions with simpler alternatives

Clarify uncertain details, so that the Team might find better ways to get things done

Simply proceed with what the Team says they can commit to

Consult a specialist on parts difficult for the Team

Hire a specialist to do parts difficult for the Team

Use outsourced or standard components to replace custom implementations

Find a person who has been part of the Team before and is available to join

Negotiate with stakeholders to reduce intended scope in the release

Look further down in the Product Backlog to find savings there, to compensate "less progress" in this Sprint

Postpone release to allow completing desired functionality

Invest in tools that help Team become faster

Agree that the Team will do overtime to complete the two extra items

Take all six items into the Sprint and see how many the Team can complete

Force the Team to commit to six items, and just figure out how to reach it

Offer a reward for the Team if they can get all six items done

Change the PO or the Team

AGILECRAFT

Add more people to the Team

Cut quality to deliver all items

Increase the length of this Sprint

Define the extra items as a "stretch goal"

These cards are copyright by Petri Heiramo and Agilecraft Oy, 2010-2016. All rights reserved. These materials can be freely used as part of Agile training or coaching. Materials can also be freely distributed (either as files or printed). No money or other compensation can be requested without written permission from copyright holders.

Derivative works can be made for personal training use, and are copyright of the modifier for the parts that differ from these files.

Please send feedback and improvement ideas to petri.heiramo@gmail.com.