

BABUSHKA OF VALUE

Below is a list with potential headings for the flow of product development. Each column has a policy with a number of readiness checks that allow an item to be pulled into that column when all checks are met. An item is 'ready' for the next step when all mandatory tests are checked. Regular font implies mandatory checks. *Italic font* implies optional checks.

Items that are 'buildable' can be picked up by the implementation team and transformed into a potentially shippable product increment.

NURSERY

- Any input: wild ideas, brainwaves, anything, any size.

ELEMENTARY SCHOOL

- Item matches product goals.
- Items are roughly similar-sized.
- Item is split into scenarios that can reasonably implemented in one season.

JUNIOR HIGH SCHOOL

- Item matches release goals.
- Item is decomposed into activities comprised of at most 20 PRODUCT BACKLOG ITEMS.
- Item's start date is recorded.

HIGH SCHOOL

- Aligned** Item is aligned with key stakeholders on features, functions and visuals.
- Item's non-functional requirements ('ilities') are clearly documented.
- Item is split into PRODUCT BACKLOG ITEMS OR USER STORIES.

POKERABLE

- The item passes the AMBIGUITY TEST.

BUILDABLE

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Immediately No questions remain considering the *what* that needs to be implemented.

Actionable Implementation can start immediately.

User Manual text is available.

UI sketches, wireframes and/or mockups are available.

Usage scenarios are available.

Design mock-ups and/or story boards are available.

Independent Dependency count is less than three.

Understanding Anyone can explain how this item fulfills a need or desire.

Anyone can explain for which role this item fulfills a need.

Anyone can explain the general conceptual design, implementation and test strategy.

Negotiable The item leaves sufficient room for creativity during implementation.

Valuable The value or benefits are clear and written on the item — i.e. the *why* for this item.

Estimable The item's STORY POINTS are written on the item.

Sized Appropriately The item's estimated implementation effort is 8 STORY POINTS or less.

Testable At least one acceptance criterium is available.

All acceptance criteria are crystal clear.

Demonstrable *At least one demonstration scenario shows a path through the item's use.*

SHIPPABLE

Testable Item passes all unit tests.

Item passes all integration tests.

Item passes all regression tests.

Item is deployed on staging environment.

Item passes all User Acceptance tests.

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- Flow**
- Item's End Date is recorded.
 - Defect Rate is updated.
 - Cycle Time is updated.
 - Cumulative Flow Diagram is updated.

- Code**
- Objective code quality (**t.b.s.**) is met
 - Cyclomatic complexity is less than **???**.
 - All code is in trunk only.
 - New and changed code is peer reviewed.

- Quality**
- All non-functional requirements ('ilities') are met.
 - Defect count is less than 20.

- Documentation**
- User documentation is complete and consistent with code.
 - Design and implementation decisions are documented.
 - Release Notes are updated.

AMBIGUITY TEST: Ask how many words in the requirement are potentially ambiguous. Next, collect and compare interpretations from different individuals.

Of all of the PRODUCT BACKLOG ITEMS that were presented:

- Which ones would make you feel very uncomfortable if you had to start tomorrow?
- Which ones do you not feel confident at all in estimating?