

| <p align="center">Uganda Coffee Website Exercise</p> <p>You will fund your project to market coffee from Uganda by creating a website to sell and rent games.</p> <p>2 Week Iterations (10 day Work Periods)</p> <p>4 team members per team = 40 days of work each Iteration</p> <p align="center">Arrange The User Stories Into Four Iterations of 40 Hours Each</p> <p>A sponsor will provide free games in return for web ads. After 4 Iterations we will open our website to the public.</p> | | | <p>7 Name: As a subscriber, I want "Purchase Games" functionality so that I can download games to my personal devices.</p> <p>Actual Hrs/Days:</p> <table border="1"> <tr> <th>Business Value</th> <th>Project Risk</th> <th>Estimate or Difficulty Points</th> </tr> <tr> <td>High (Worth \$2,500 per month)</td> <td>High (After 6 Done) Needs 1, 2, 3, 4, 5</td> <td>15 Days/Points</td> </tr> </table> | | | Business Value | Project Risk | Estimate or Difficulty Points | High (Worth \$2,500 per month) | High (After 6 Done) Needs 1, 2, 3, 4, 5 | 15 Days/Points | | | | | | |
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| <p>17 Name: As a subscriber, I want a "Rent Games" functionality so that I can play games on my personal devices.</p> <p>Actual Hrs/Days:</p> <table border="1"> <tr> <th>Business Value</th> <th>Project Risk</th> <th>Estimate or Difficulty Points</th> </tr> <tr> <td>High (Worth \$4,500 per month)</td> <td>High (After 6 done) Needs 1, 2, 3, 4, 5</td> <td>15 Days/Points</td> </tr> </table> | | | Business Value | Project Risk | Estimate or Difficulty Points | High (Worth \$4,500 per month) | High (After 6 done) Needs 1, 2, 3, 4, 5 | 15 Days/Points | <p>1 Name: As a product owner, I want to "Build A Games Database" functionality so that I can store and deliver games to purchase/rent online.</p> <p>Actual Hrs/Days:</p> <table border="1"> <tr> <th>Business Value</th> <th>Project Risk</th> <th>Estimate or Difficulty Points</th> </tr> <tr> <td>Low</td> <td>High</td> <td>5 Days/Points</td> </tr> </table> | | | Business Value | Project Risk | Estimate or Difficulty Points | Low | High | 5 Days/Points |
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| Low | High | 5 Days/Points | | | | | | | | | | | | | | | |
| <p>4 Name: As a project team member, I want "Build A Website" so we can sell/rent games online and accept donations.</p> <p>Actual Hrs/Days:</p> <table border="1"> <tr> <th>Business Value</th> <th>Project Risk</th> <th>Estimate or Difficulty Points</th> </tr> <tr> <td>Low</td> <td>High</td> <td>5 Days</td> </tr> </table> | | | Business Value | Project Risk | Estimate or Difficulty Points | Low | High | 5 Days | <p>15 Name: As a subscriber, I want a "Games List" functionality so that I can see what I have previously purchased or played.</p> <p>Actual Hrs/Days:</p> <table border="1"> <tr> <th>Business Value</th> <th>Project Risk</th> <th>Estimate or Difficulty Points</th> </tr> <tr> <td>High</td> <td>High Needs 5</td> <td>10 Days/Points</td> </tr> </table> | | | Business Value | Project Risk | Estimate or Difficulty Points | High | High Needs 5 | 10 Days/Points |
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| High | High Needs 5 | 10 Days/Points | | | | | | | | | | | | | | | |
| <p>8 Name: As a subscriber, I want a "Free Test" functionality so that I can try games before purchase.</p> <p>Actual Hrs/Days:</p> <table border="1"> <tr> <th>Business Value</th> <th>Project Risk</th> <th>Estimate or Difficulty Points</th> </tr> <tr> <td>Low</td> <td>Low</td> <td>10 Days/Points</td> </tr> </table> | | | Business Value | Project Risk | Estimate or Difficulty Points | Low | Low | 10 Days/Points | <p>18 Name: As a product owner, I want "Subscription Renewal" functionality so that we can bill renewal fees and capture new customer info.</p> <p>Actual Hrs/Days:</p> <table border="1"> <tr> <th>Business Value</th> <th>Project Risk</th> <th>Estimate or Difficulty Points</th> </tr> <tr> <td>High</td> <td>Low Needs 5</td> <td>5 Days/Points</td> </tr> </table> | | | Business Value | Project Risk | Estimate or Difficulty Points | High | Low Needs 5 | 5 Days/Points |
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Figure 7.4 Uganda Coffee Website Exercise

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| <p>13 Name: As a subscriber, I want “You Might Like Hints”, based on previous browsing so that I might find new games I might like. Actual Hrs/Days:</p> | | | <p>14 Name: As a subscriber, I want a “Write Review” functionality so that I can share my personal experiences with others. Actual Hrs/Days:</p> | | |
| Business Value Medium | Project Risk High | Estimate or Difficulty Points 15 Days | Business Value Medium | Project Risk Low | Estimate or Difficulty Points 10 Days/Points |
| <p>10 Name: As a product owner, I want “Click Through Advertising” functionality so that I earn additional revenue. Actual Hrs/Days:</p> | | | <p>12 Name: As a subscriber, I want “Tell a Buddy” functionality so that I can earn free games through referrals. Actual Hrs/Days:</p> | | |
| Business Value Medium | Project Risk Medium | Estimate or Difficulty Points 15 Days/Points | Business Value High | Project Risk Medium | Estimate or Difficulty Points 15 Days/Points |
| <p>3 Name: As a potential subscriber, I want “Add New Customer” functionality so that I am registered to start purchasing/renting games. Actual Hrs/Days:</p> | | | <p>9 Name: As a product owner, I want a “New Subscribers Play Free In May” functionality so that new customers are attracted rapidly. Actual Hrs/Days:</p> | | |
| Business Value Medium | Project Risk Medium | Estimate or Difficulty Points 10 Days/Points | Business Value Medium | Project Risk Low | Estimate or Difficulty Points 10 Days/Points |
| <p>11 Name: As a product owner, I want “Sell Customer Information Opt-in” functionality so that I might earn additional revenue. Actual Hrs/Days:</p> | | | <p>16 Name: As a potential subscriber, I want a “View Reviews” functionality so that I can evaluate games I would like to purchase/rent. Actual Hrs/Days:</p> | | |
| Business Value Medium | Project Risk Low Needs 5 | Estimate or Difficulty Points 5 Days/Points | Business Value Medium | Project Risk Low Needs 5 | Estimate or Difficulty Points 5 Days/Points |

Figure 7.4 Uganda Coffee Website Exercise (Continued)

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|---|----------------|-------------------------------|---|--------------|-------------------------------|
| 2 Name: As a project team member, I want to “Load Games to a Database” so that Subscribers can purchase/rent games to download. Actual Hrs/Days: | | | 5 Name: As a product owner, I want to “Add Website Information” so that Subscribers can access our products and services. Actual Hrs/Days: | | |
| Business Value | Project Risk | Estimate or Difficulty Points | Business Value | Project Risk | Estimate or Difficulty Points |
| Low | High | 10 Days/Points | Medium | Medium | 10 Days/Points |
| 6 Name: As a project team member, I want “End-User Billing” functionality so that Funds can be collected. Actual Hrs/Days: | | | User Story 6 Acceptance Criteria: User can pay by Visa, Discover, and PayPal Funds appear in Uganda Coffee bank account | | |
| Business Value | Project Risk | Estimate or Difficulty Points | | | |
| High (Critical For Income) | High (Needs 3) | 10 Days/Points | | | |

Figure 7.4 Uganda Coffee Website Exercise (Continued)

So, do you have the user stories for each iteration chosen and prioritized? If so, here is a way to look at your choices. There is no “right” order for the user stories, as each backlog list will vary according to the perception of the importance of each of the items in the eyes of the product owner. Here is a logic you could follow to stimulate your own thinking. Iteration One might include stories 4, 1, 5, 2, and 3. Item 4 is to create the website so that we can raise money, show the sponsor’s ads, show our own company’s ads, and get online coffee sales. Not much else can happen until we have a website.

Item 1 is to add the games database where we can house the games once we get them donated from the third-party vendor. The website shell is not of much use unless there is a place to store games to rent or buy, so that we can raise money for our cause. Both Item 4 and Item 1, you will note at the bottom, have low business value. Neither of them will bring in any money just by creating them, but nothing else can happen until they are created. Also, they have high risk. If they are not done so that they work properly, the whole project is at risk.

Story 5 might be next. Again, the website is not much use without content, so we create content such as information about the project, copy describing our cause and the reason for supporting the Ugandan growers, how to donate money, coffee ads, the vendor’s ads, and our own organization’s advertising. Then, in Item 2, we load the database with actual games. With Item 3, we need to have people sign up