

## **WAV #4 – Uganda Coffee Website Team Exercise**

*Agile Practices for Waterfall Projects* by Barbee Davis, J. Ross Publishing, 2012.

This exercise, which shows how to move user stories into iterations, is a good activity to use with your team as you are trying to lead them into more agile ways of working together. If possible, divide into teams of 4, with each group holding an entire set of the user stories which have been printed out and cut into individual user stories.

You can do the exercise with other numbers on the real team, however, keep the instructions the same as shown below (4 people on the imaginary team), regardless of how many actual people you have completing the exercise.

It is better to have smaller, rather than larger teams. For example, if you have six real people who will work on the exercise, two teams of only three each - or even three teams of two people per team - are better than one large team of six or more. The smaller team means each person will have to be more active in making the decisions of how to arrange the user stories.

This is an exercise that can also involve other stakeholders to expose them to the experience. For example, it is ideal for a group of product owners, or customers, to help them understand how to prioritize the backlog. They can do the exercise as their own group, in a separate meeting; or better yet, mixed in with the actual agile project team to begin to build a bond of working together and getting to know each other on a personal level.

Instructions to share with the team, either verbally, in a printed format, or bullet-pointed on a flip chart or whiteboard:

**For this exercise, your iteration, or work time between meetings, is 2 weeks. You have four people on your team who can work 2 weeks, or 10 days, each. Ten days times 4 people means that you have 40 days of work available in each iteration. After four iterations, the team will open the project's website to the public.**

**Take the stories and arrange them into the order in which you think they should be done, based on business value and risk, and then break that list into iterations.**

As the facilitator, you can prepare to lead this exercise and review one possible arrangement outcome of the user stories by re-reading the information in the book directly following Figure 7.4.

<p align="center"><b>Uganda Coffee Website Exercise</b></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"><b>Arrange The User Stories Into Four Iterations of 40 Hours Each</b></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><b>7</b> 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><b>17</b> 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><b>1</b> 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><b>4</b> 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><b>15</b> 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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<p><b>8</b> 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><b>18</b> 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

<p><b>13</b> 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><b>14</b> 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><b>10</b> Name: As a product owner, I want “Click Through Advertising” functionality so that I earn additional revenue. Actual Hrs/Days:</p>			<p><b>12</b> 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><b>3</b> 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><b>9</b> 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><b>11</b> 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><b>16</b> 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)

<b>2</b> 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:			<b>5</b> 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
<b>6</b> 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