Agile Backlog Workshop with Epics, Features, and User Stories

Learn about this powerful yet simple technique for creating work items for an Agile environment. This course will teach you how to write Epics, Features, and User Stories that effectively communicate the needs of your customers using a blend of lecture and group exercises. You will learn how to build a product backlog of Epic ideas, broken down into beneficial Features, and decomposed into small, valuable User Stories. You will bring your own work items and apply what you learn in a series of exercises that take you through creating your own Epics, Features, and User Stories.

Objectives:

- Understand Minimum Viable Product (MVP)
- Understand Epics, Features, and Stories
- Learn User Story concepts
    - Identify best practices for writing User Stories
    - Discuss how they are used in Agile
    - Be aware of potential problems in writing and using them
- Understand the difference between Acceptance Criteria and Definition of Done

Audience:

This course is intended for all who will actively participate in a project using Epics, Features, and User Stories, including Business Owners, Product Owners and Product Managers. People on the edges of the project (secondary customers, management staff, and participants in related processes) will also benefit.

Pre-requisites:

A basic understanding of Agile practices such as Scrum, XP or SAFe® is important.
Leading SAFe® (SA) and SAFe® Product Owner Product Manager (POPM) Courses are desirable.

Duration:

2 days

Outline:

Day 1 Agenda

- Logistics and Introduction
- Workshop Objectives
- Agile Manifesto & Principles, Scrum Values
- Minimum Viable Product
- Epics
- Features

- User Roles & Personas
- User Stories
- Enablers
- Day 1 Retrospective

Day 2 Agenda
- Business Rules and NFRs
- Acceptance Criteria
- Bad Stories
- Sources of User Stories
- Evolution of a User Story
- Tasks
- Ready & Done
- PO & BA
- Day 2 Retrospective