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Pragmatic Product Leader Course

Become a Product Manager with Superpowers



LESSON 3D

Epics Stories Etc.



Overview

We will go through product development process and software development lifecycle.

Sit tight! This is not a drill!





TOC

- 3.1. Product Lifecycle & Adoption
- 3.2. Software development life cycle
- 3.3. Epics, Stories, etc.

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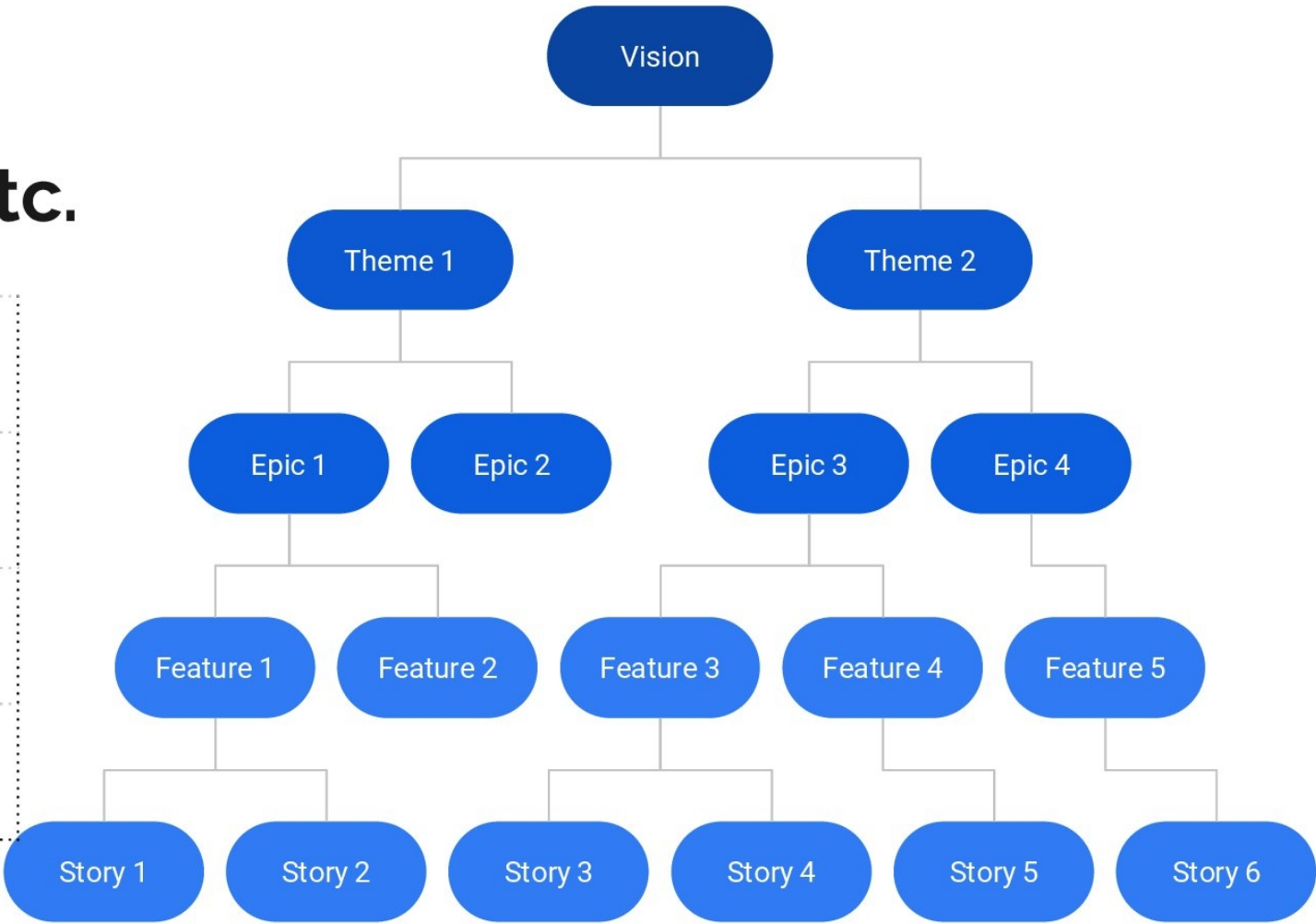
3.3. Epics, Stories, etc.



3.3. Epics, Stories, etc.

Epics, Stories etc.

Epic	Large body of work, contains stories
Story	Smallest unit of work, also known as a task
Version	The release of software to the customer
Sprint	Iteration where team does the work





3.3. Epics, Stories, etc.

Iteration ↑



Epics, Stories etc.

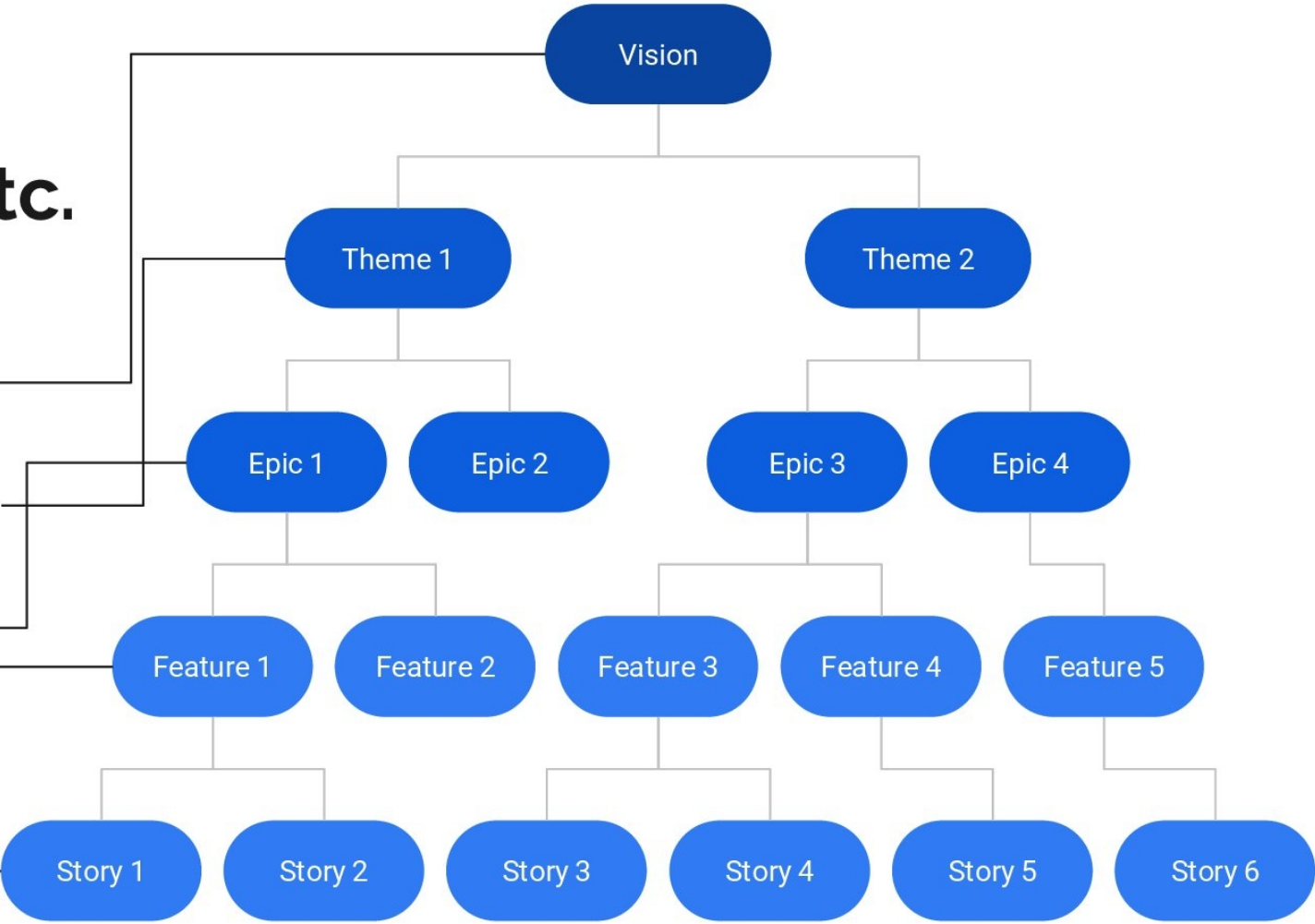
Business goal

Delivered product capabilities

Customer Marketable

Customer usable

1 iteration





3.3. Epics, Stories, etc.

Iteration ↑



Epics, Stories etc.

Vision

Business goal

Theme

Delivered product capabilities

Epic

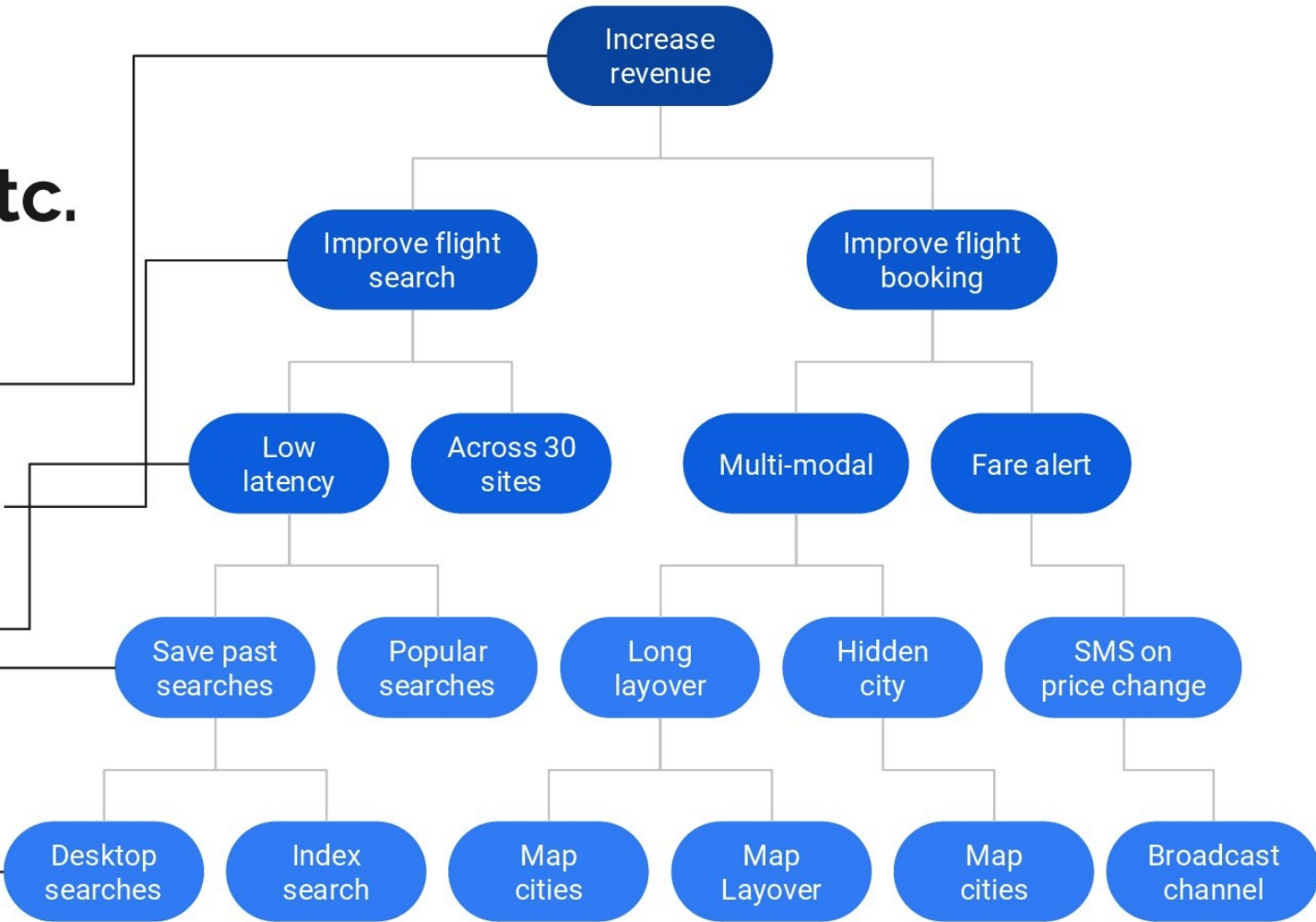
Customer Marketable

Feature

Customer usable

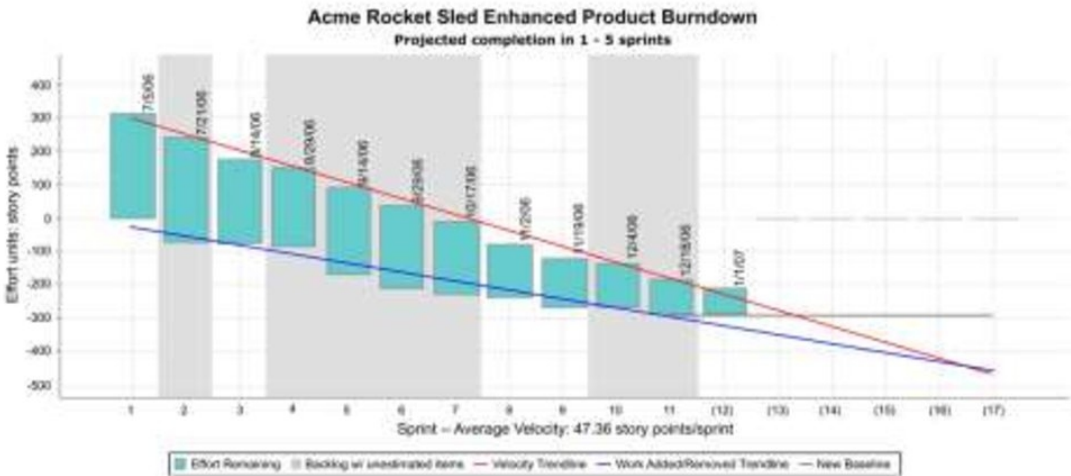
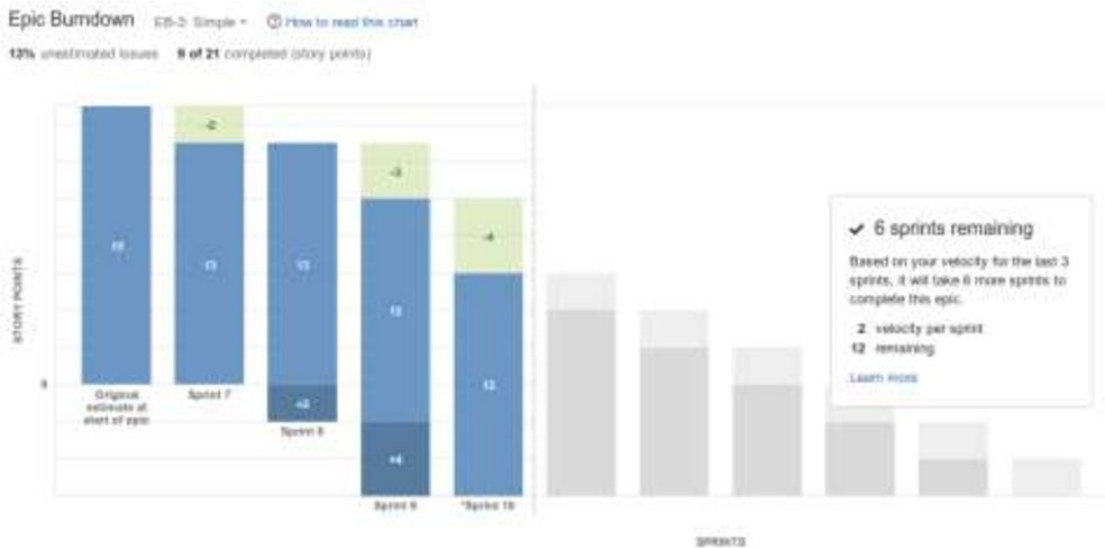
Story/task

1 iteration



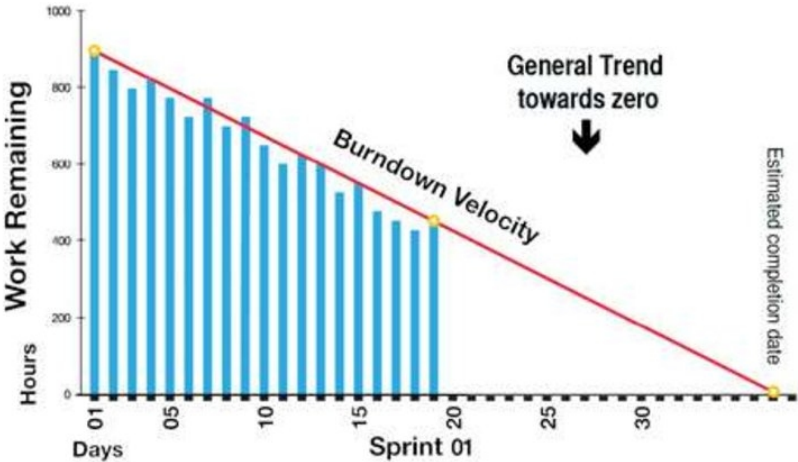
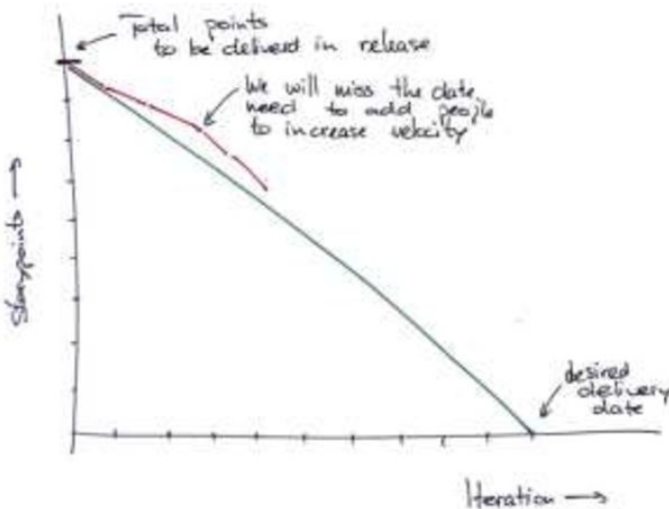
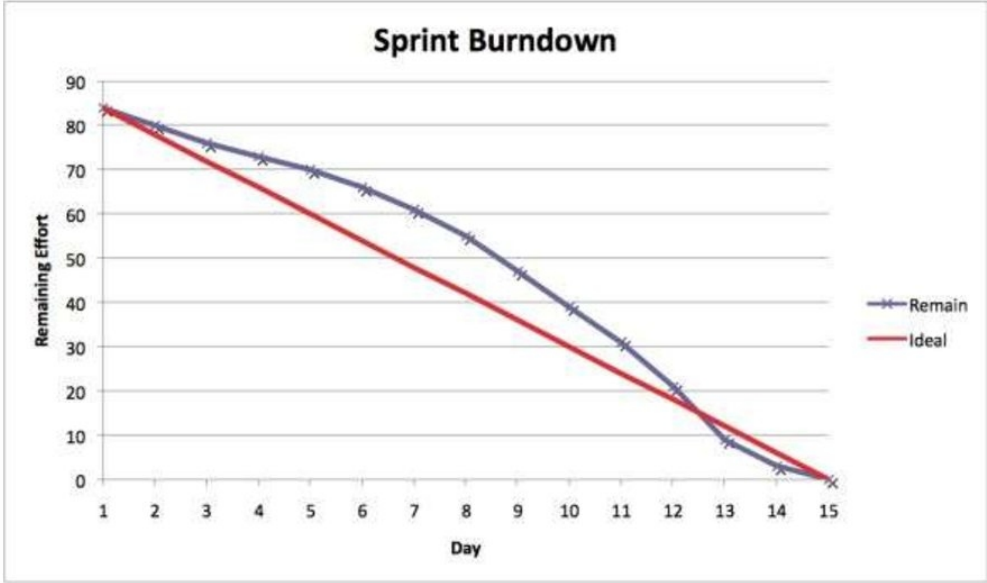


Measuring Epics



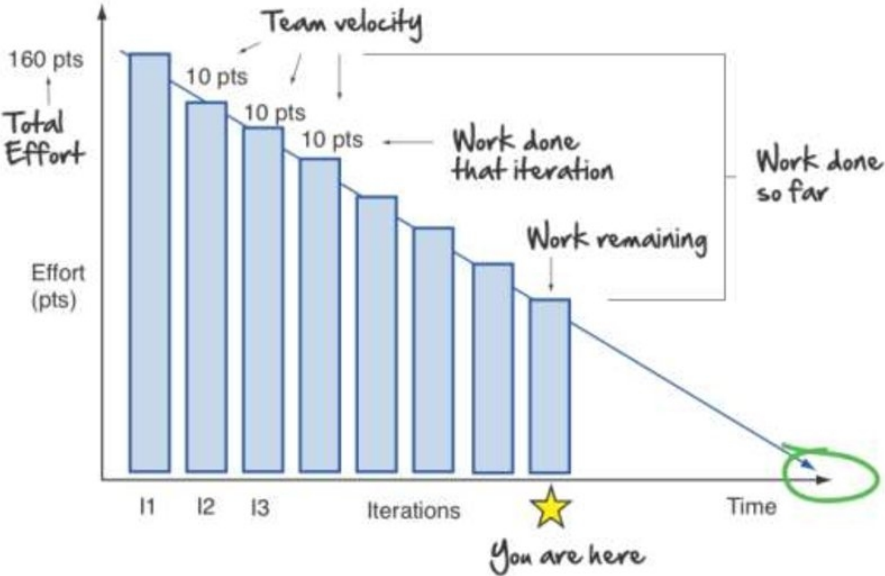
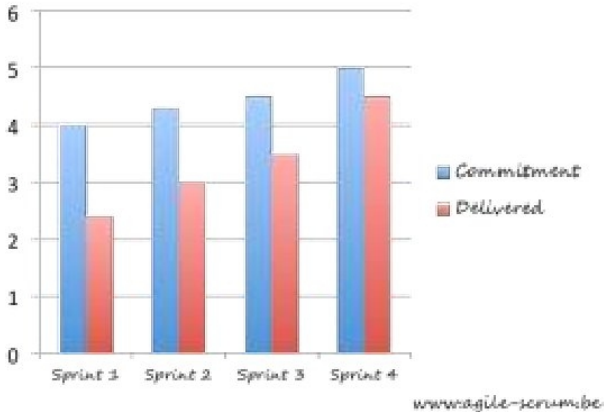
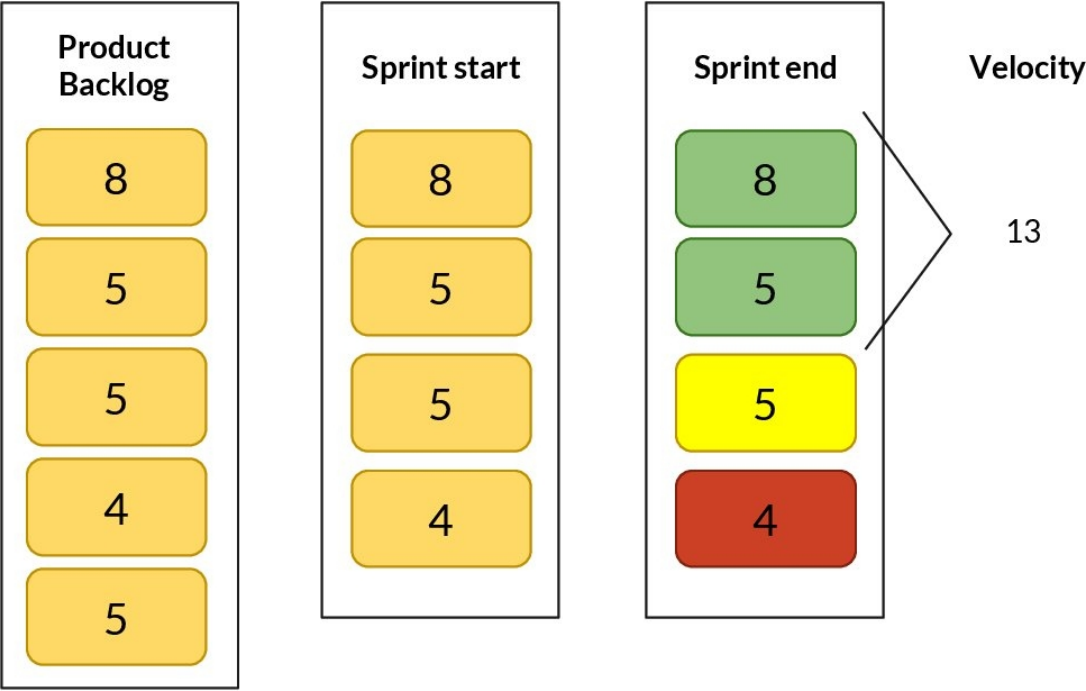


Measuring Sprints



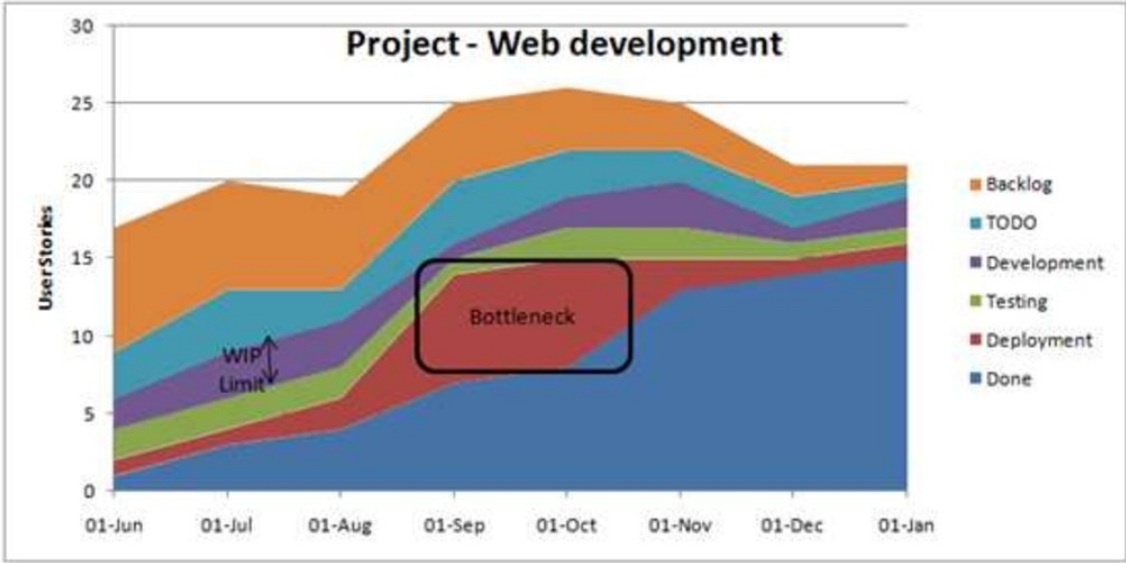
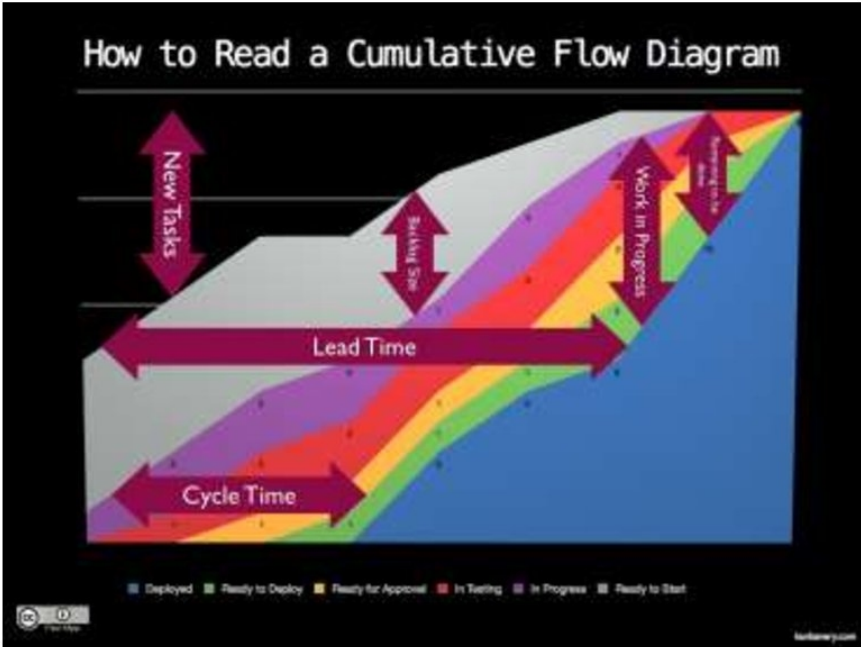


Velocity





Cumulative flow



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Common sense metrics

How do you measure quality?

- Defects per iteration
- Defects post release
- Customer support tickets per month
- Coverage of automated test coverage



Scaling up Agile

Scrum of Scrums
SAFe



To conclude

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Thank you.

