

Agile Requirements: Collaborating to Define and Confirm Needs (Instructor-Led Classroom)

Description

In agile projects, requirements are the basis for delivering business value for customers. Requirements analysis is integral to delivering the right product at the right time, and on time. This intensive course builds skills in creating small, well-defined requirements to deliver value one iteration at a time.

This training focuses on the "now view" (iteration-level) of requirements within the context of the overall product/portfolio ("big view") and product releases ("pre-view"). Through practice exercises, you will learn practical techniques for defining concise user stories that form the basis for development and delivery, as well as prioritizing, estimating, and planning.

You will study how to split minimally marketable features (MMFs) into right-sized stories, how to create user story maps, and learn practical techniques for making stories "ready" for iteration planning and team delivery. You will learn to utilize option analysis and story slicing strategies, with a keen focus on business value. This training emphasizes defining and continual pruning of a healthy product backlog items, how to collaborate to develop agile requirements, ways to adapt your requirements practices, and the power of "doneness" to clarify business needs.

You'll gain an appreciation of both the content and the timing of requirements analysis in agile projects, and you'll learn why it's crucial to collaborate with the entire project community. You will leverage EBG's Agile Analysis Roadmap to learn when, where, and how to draw on other analysis models to build your agile project. Focus is placed on calibrating the content, format, and timing of your requirements analysis to participate in iteration planning and daily requirements analysis, enabling customer requirements to be transformed into quality working software and related delivery assets.

This course is endorsed by the IIBA®. You'll earn 14 **CDUs** (Continuing Development Units) for attending this course.

If you choose EBG's popular "[Agile Jump-Start](#)" package, the team will participate in the Agile Business Analysis training and then will start applying the principles on their own agile project while being mentored by an EBG expert.

Who Should Attend

Agile Requirements: Collaborating to Define and Confirm Needs is valuable for all members of agile delivery teams: product owners, customers and users, scrum masters/project leaders/facilitators, business analysts, subject matter experts, data analysts, data architects and administrators, developers and designers, user interface/experience experts, agile project advisers, and coaches—anyone who is involved in defining, discovering, analyzing, verifying, validating, and specifying business needs and translating them into working software.

Prerequisites

Exposure to agile analysis is desirable but not required. Awareness of good requirements practices and analysis models is desirable but not required.

Course Length

2 days

Course Objectives

- Identify how agile differs from traditional development
- Define how you implement the key practices of agile development
- Analyze and validate minimum marketable features (MMFs)
- Identify user stories
- Model users with roles or personas and process usage with a user story map
- Analyze options to slice stories
- Validate user stories with doneness criteria
- Identify and define nonfunctional requirements
- Develop right sized user stories
- Understand ways to assign business value to requirements
- Appreciate the business value of just-in-time, just enough agile analysis
- Calibrate documentation practices for your project
- Understand how requirements are the basis for agile planning

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Course Materials

The participant's manual includes detailed text, illustrations, and practice exercises. The rich, reusable materials include worksheets, checklists, and references useful for your agile project. Each attendee also gets a copy of the EBG Agile Business Analysis Roadmap and a copy of *The Software Requirements Memory Jogger: A Pocket Guide to Help Software and Business Teams Develop and Manage Requirements*.

Course Outline

1. Introduction to Agile Development

- Agile versus waterfall development
- Principles, practices, processes, and roles for combining agile development with scrum
- Iteration planning
- Collaborating in agile projects

2. Requirements in Agile Projects

- Traditional vs. agile requirements
- Agile requirements levels
- Requirements the agile way
- Agile analysis practices
- Sashimi analogy
- Agile Analysis Roadmap
- How agile methods impact requirements risks

3. Defining Agile Requirements

- Steps for doing agile development
- Big-View: an overview
- Charter, vision, project data sheet
- Features
- Other Big View requirements
- Verifying scope and the big view
- Slicing for value
- Minimum marketable features (MMFs)
- Pre-View: an overview
- User roles and personas
- User stories: what and how
- User story options
- Slicing stories for value
- Mapping stories
- User story heuristics
- INVESTing stories
- Now-View: an overview
- Right sized stories
- Quality attributes
- Cross-cutting requirements
- Prioritizing and slicing nonfunctional requirements
- Story doneness
- Story "smells": patterns to avoid
- Acceptance tests
- Ways to express doneness
- Organic modeling
- Lifecycle of a story
- Use cases vs. scenarios vs. user stories
- Agile documentation
- Pruning the backlog
- Sashimi stories review

4. Estimating and Planning with Stories

- Iteration planning agenda
- Estimating in agile
- Calculating capacity and velocity
- Business value
- Selecting stories: prioritization and ranking techniques
- Information radiators

5. Agile Requirements in Context

- Requirements as the basis for multiple levels of agile planning
- Product roadmapping
- Release planning
- Work ahead (making ready)
- Adopting and adapting to agile
- Agile community practices
- Agile requirements wrap up