To be or not to be

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Agenda

- Bio

- SCRUM & Prioritization

- Prioritization methods & approaches

- Q&A

Bio

📍 **Software developer** (EMC/ Dell EMC)

📍 **Software developer & Team Lead** (Yadro)
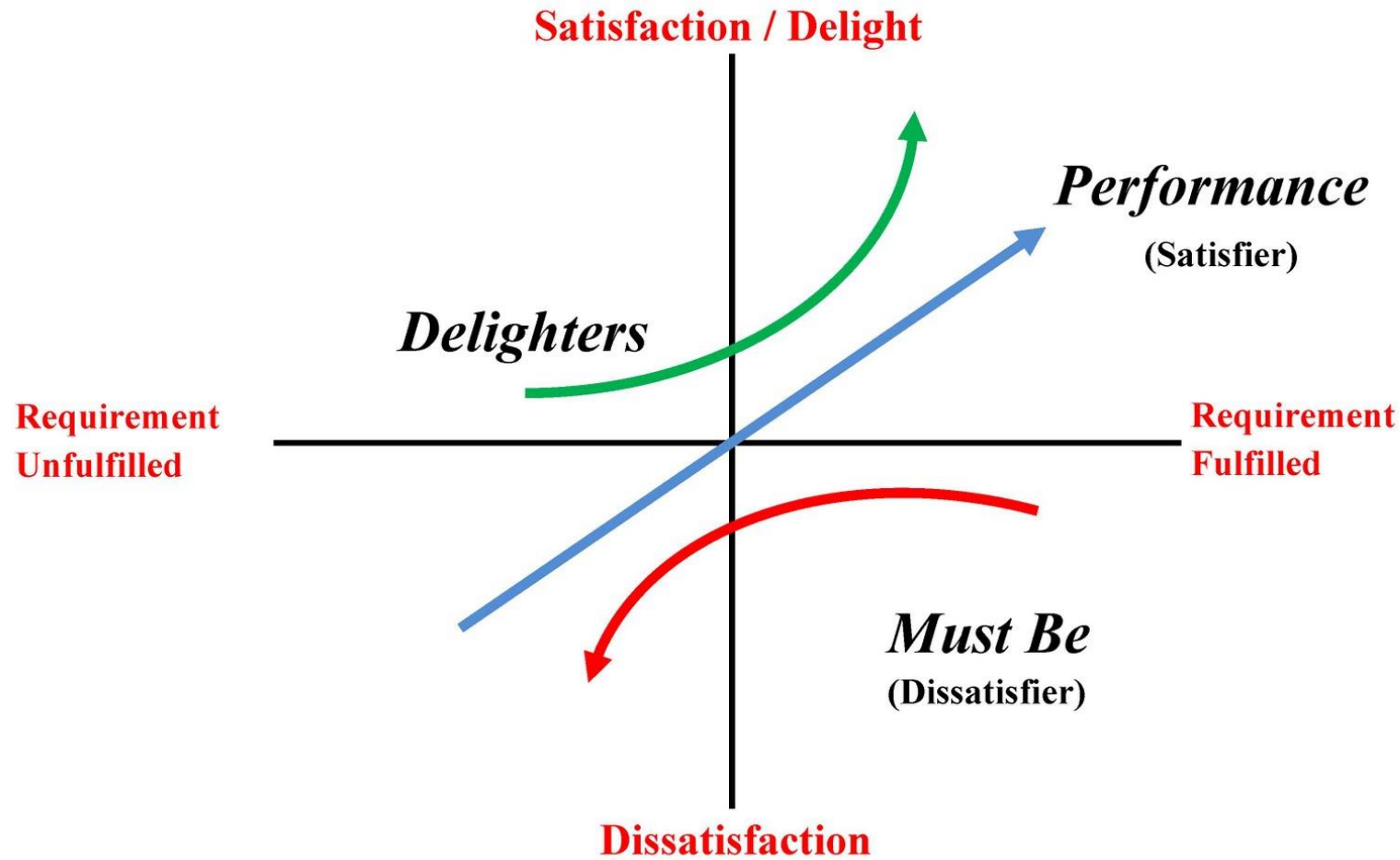
📍 **Software developer** (Samwin)
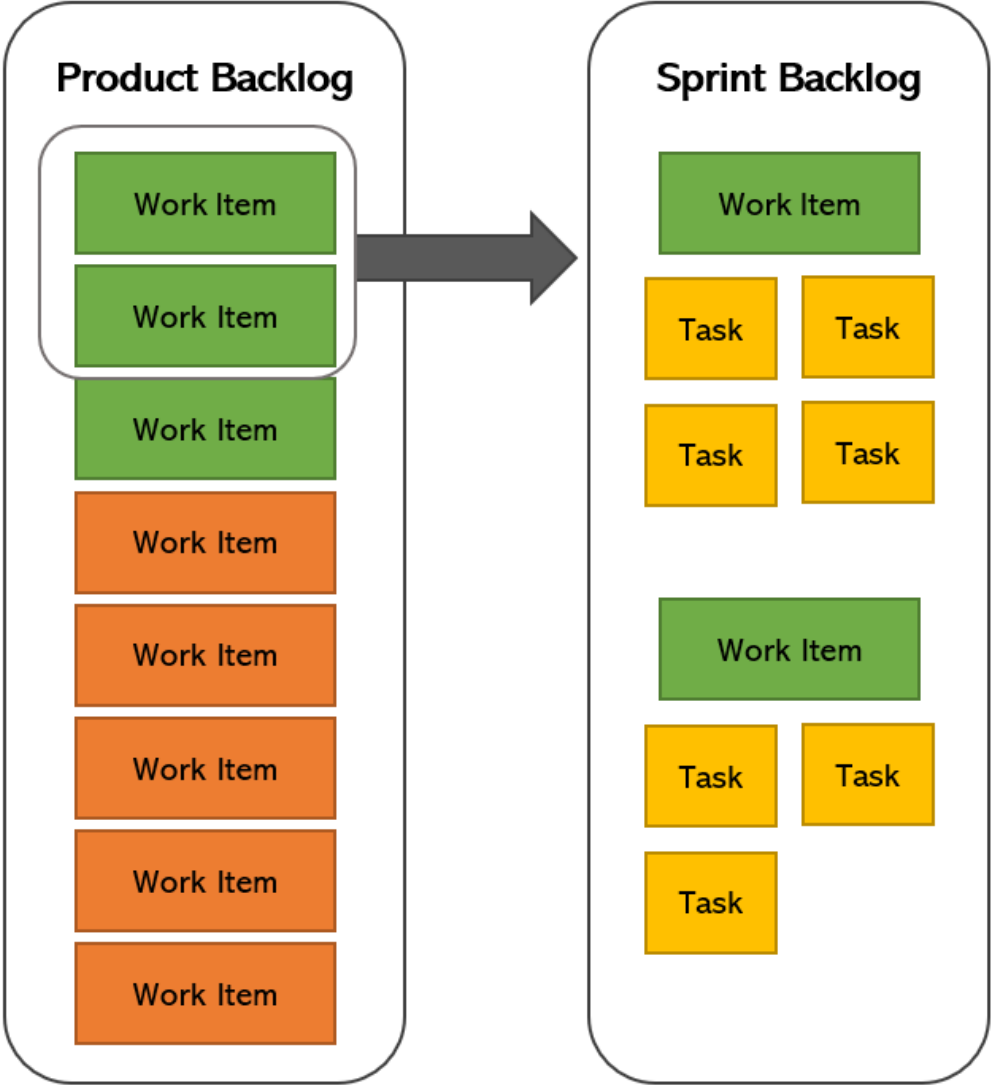
To be or not to be, that is the quetsion

By WILLIAM SHAKESPEARE

Kano model

Backlog

How do you choose the next task?

Poker planning

MoSCoW Model

Mo

MUST HAVE

- Non-negotiables
- Not legal without it
- Unsafe without it
- Without it project is not viable

S

SHOULD HAVE

- Important but not vital
- Maybe painful to leave out but the solution is still viable
- May need some kind of workaround

Co

COULD HAVE

- Desirable but not as important as Should Have
- Only do if there is extra time and budget

W

WON'T HAVE

- No time
- Out of budget
- Nice to have but has no real impact

100 Dollar test

Parameters & How to compare (Weighted Scoring Model) ?!

- Feature list
    - Clients/Partners
    - Developers
    - Service
- Benefits
    - Existed partners/customers
    - New opportunities
    - New projects
- Costs
    - Development risks (uncertain time)
    - Size of tasks

Customer Factor

- Customer Factor = Customer/Partner size * Urgency

- Max: 20 points

| Customer/Partner size	Points		Urgency	Points
Extra Large	5 points		Now	4 points
Large	4 points		In 6 month	2 points
Medium	2 points		In 12 month	1 points
Small	1 points			

Market penetration

• Market penetration refers to a quantitative measure of the sales of a product or service compared to the total estimated market.

▪ Max: 20 Points

Market Penetration	Points
5 New Projects	20
4 New Projects	16
3 New Projects	12
...	...
0 New Projects	0

Risk/Complexity

- The way to evaluate complexity of task without detailed design
- Max: 20 Points

Poker planning	Points
1	20 points
2	17 points
3	14 points
5	11points
8	9 points
13	7 points
20	5 points
100	0 points

0   0,5   1   2   3
8   13   20   40   100
Planning   ∞   ☕   Poker
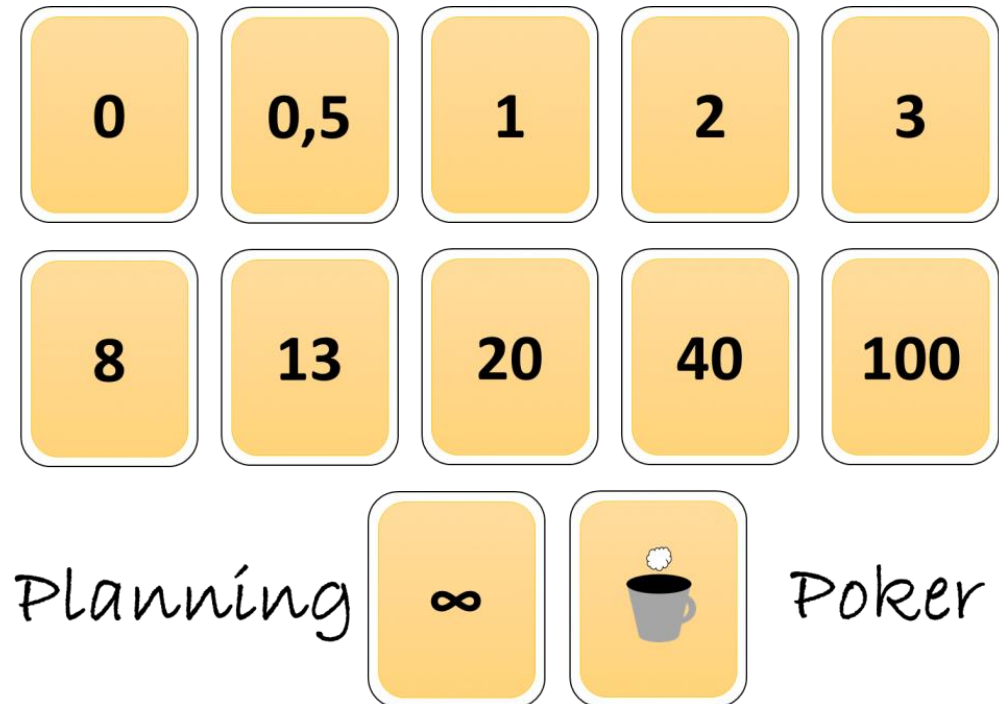
Development efforts

• Prediction the most realistic amount of effort (expressed in terms of person-hours or money) required to develop or maintain software.
• Max: 20 Points

Feature size	Points
Small	20 points
Medium	15 points
Large	10 points
Extra large	5 points
Extra extra large	0 points

15

Strategy

• Software strategy is how you approach the software side of technology in your business. It includes main company priority ways.
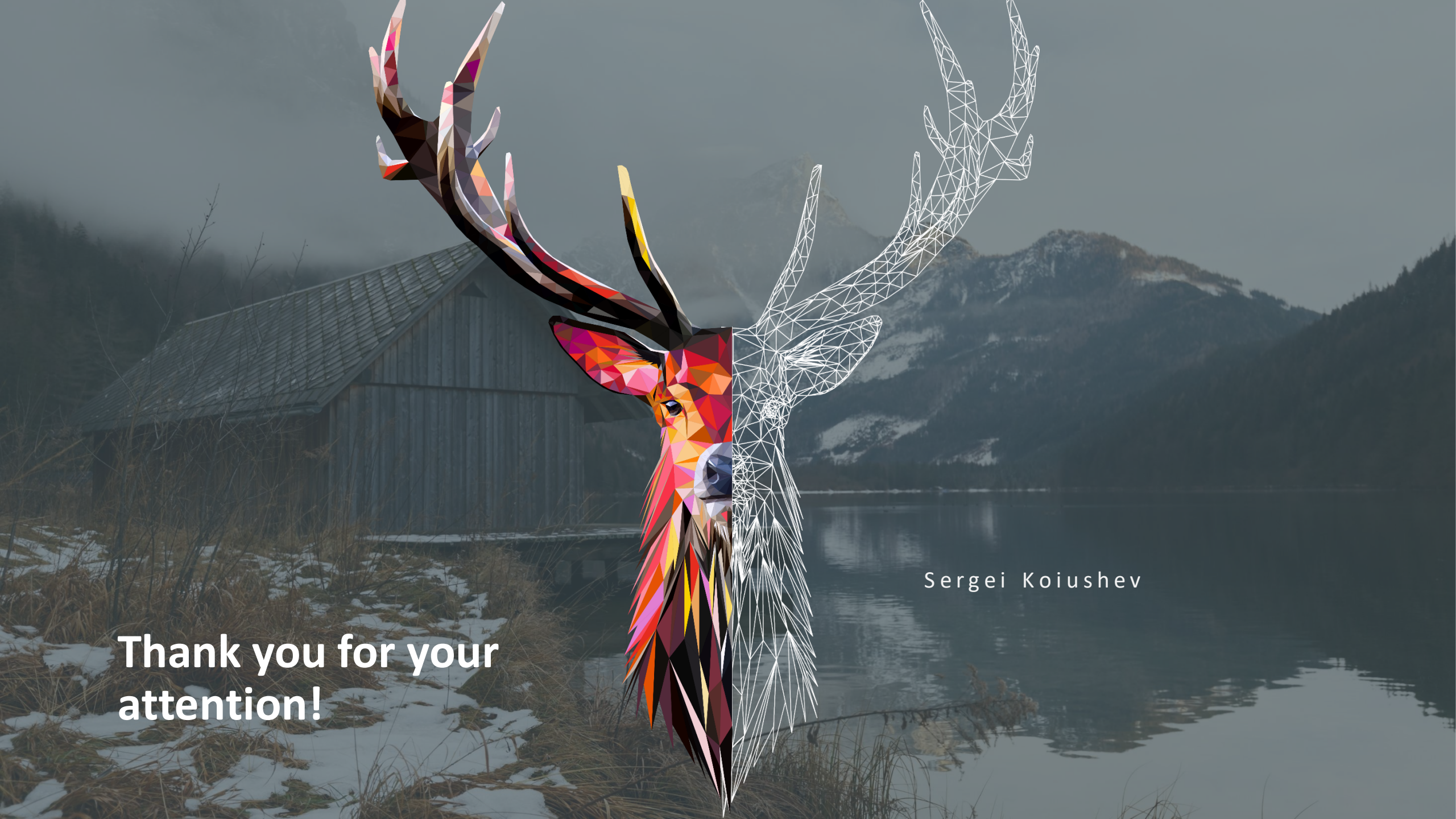
• Max: 20 Points

Strategy priorities	Points
Serviceability	+5 points
Performance	+5 points
Security	+5 points
UI/Ux	+5 points
Enable other feature	+5 points (each)

Decision matrix

Requirement Scores

Feature A	Feature B	Feature C	Criteria	Weight
			Customer factor	20%
			Market penetration	20%
			Risk	20%
			********	
			Weighted Scores	100%

Thank you for your attention!

Sergei Koiushev