Team capacity - example

Team of 1 prepare, 2 execute & 1 validate role First day: 1/2 capacity, 1 unit with specialty Last day: 1/2 capacity, only unplanned work 8 days full capacity

- 1 day = 2 units of work within specialty
- = 17 units prepare + 34 units execute + 17 units validate
- margin for unplanned work + unforseen events!





Cycle time versus lead time

Cycle time

Planned work:

from Started to Done

Unplanned work:

from Accepted to Done

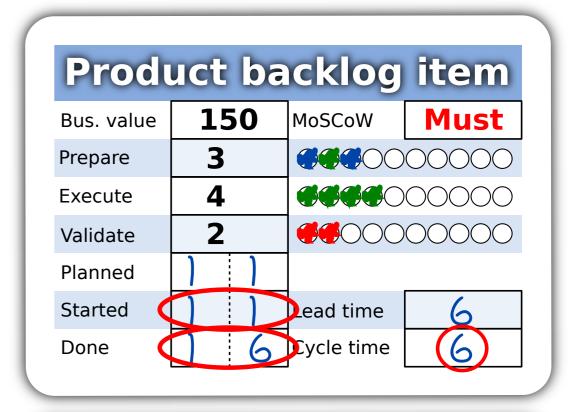
Lead time

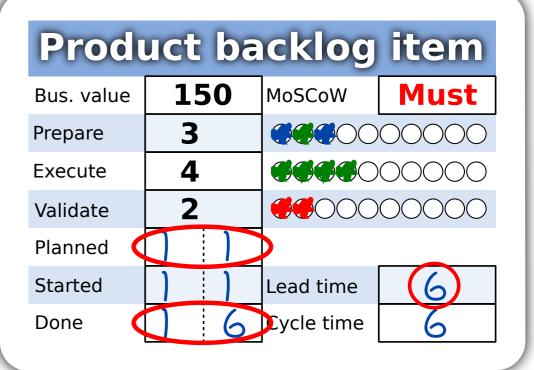
Planned work:

from Planned to Done

Unplanned work:

from Reported to Done







Evolving insight (i)

1: Increase workload with 1 unit

2: No action

3: No action

4: Take an event card

5: Block item you last worked on

+ roll special die 12

0: team cannot solve issue themselves

1-2: units of work team needs to spend to solve issue themselves

6: Unblock any blocked item





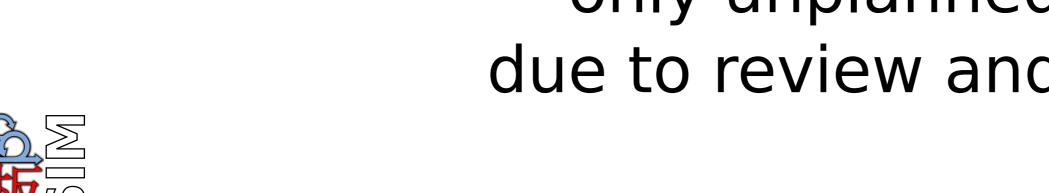




Only 1/2 day of work due to iteration planning

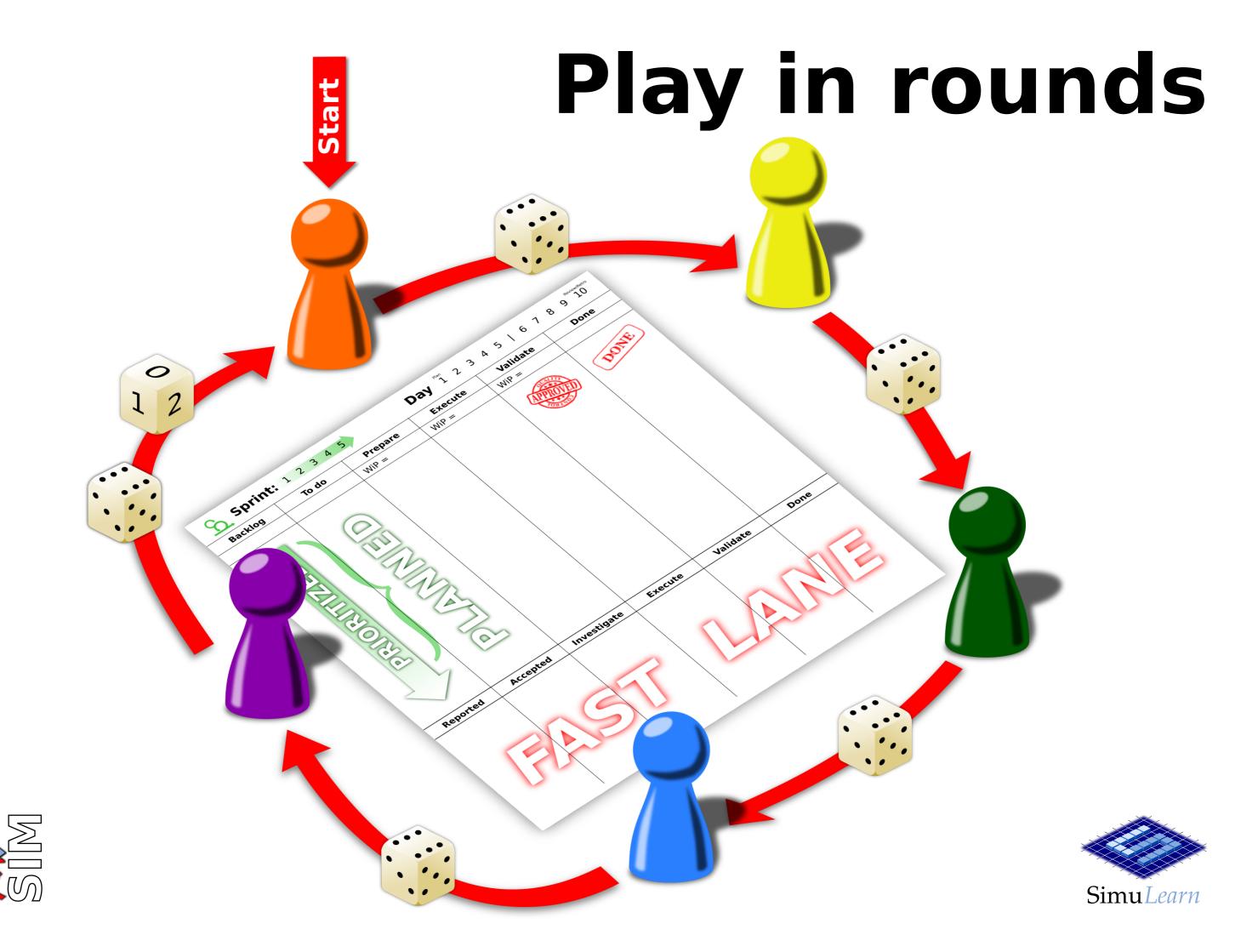
Day 1 2 3 4 5 | 6 7 8 9

Only 1/2 day of work, only unplanned work due to review and retro









Prioritization

MoSCoW: what is really important Business value: what gives the highest benefit Workload: what gives the fastest benefit Combination of criteria

MoSCoW principle

Must have: product is worthless without these At most 60% of your backlog

Should have: important but not indispensible

Could have: bells and whistles

On average 20% of your backlog

Won't have - for now



Team composition & roles

Product owner - can also pick up work 1/2 capacity Scrum master - can also pick up work 1/2 capacity Team members: separate roles per activity

or combine at most 2 specialties per person

Generalizing specialists

Execute tasks outside specialty

Efficiency penalty:

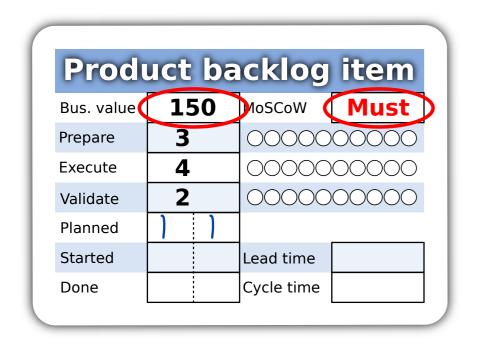
Within specialty: 2 units of work per day

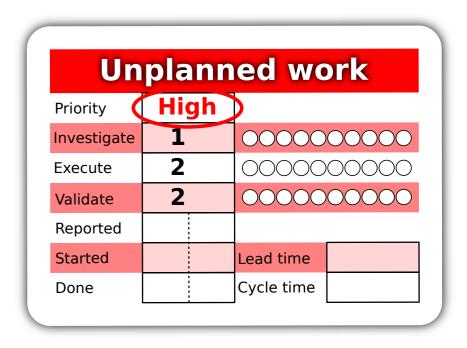
Outside specialty: 1 unit of work per day





Value creation vs. value loss Value creation Value loss





According to MoSCoW

Must: business value * 2

Should: business value

Could: business value / 2

Won't: 0

According to priority

penalty/day

High priority: -50

Medium priority: -10

Low priority: -1



