

# Release planning & Project dashboards

A method for maintaining an overview of the Backlog and predict a possible release date.

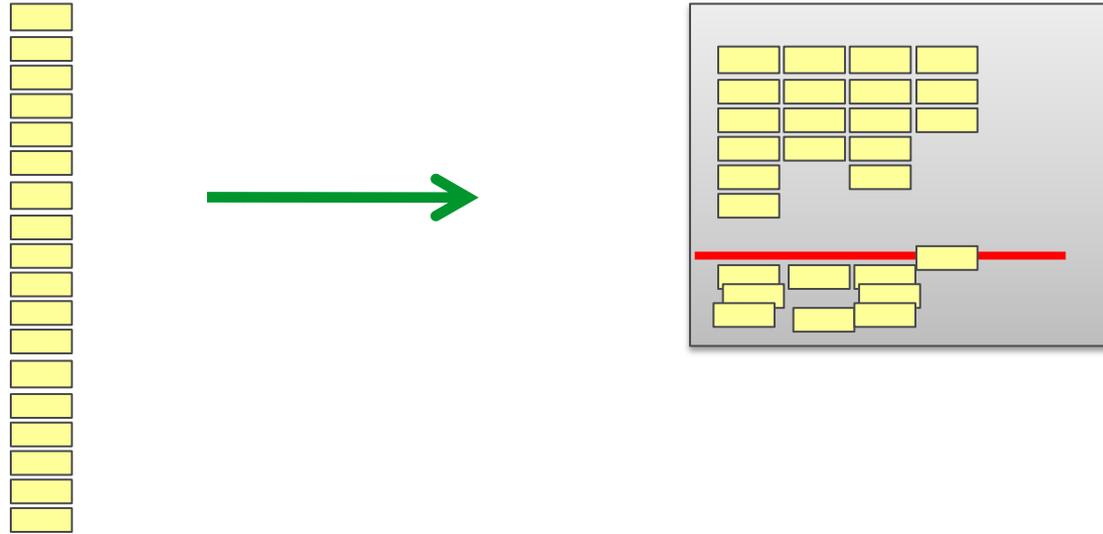
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@atjens

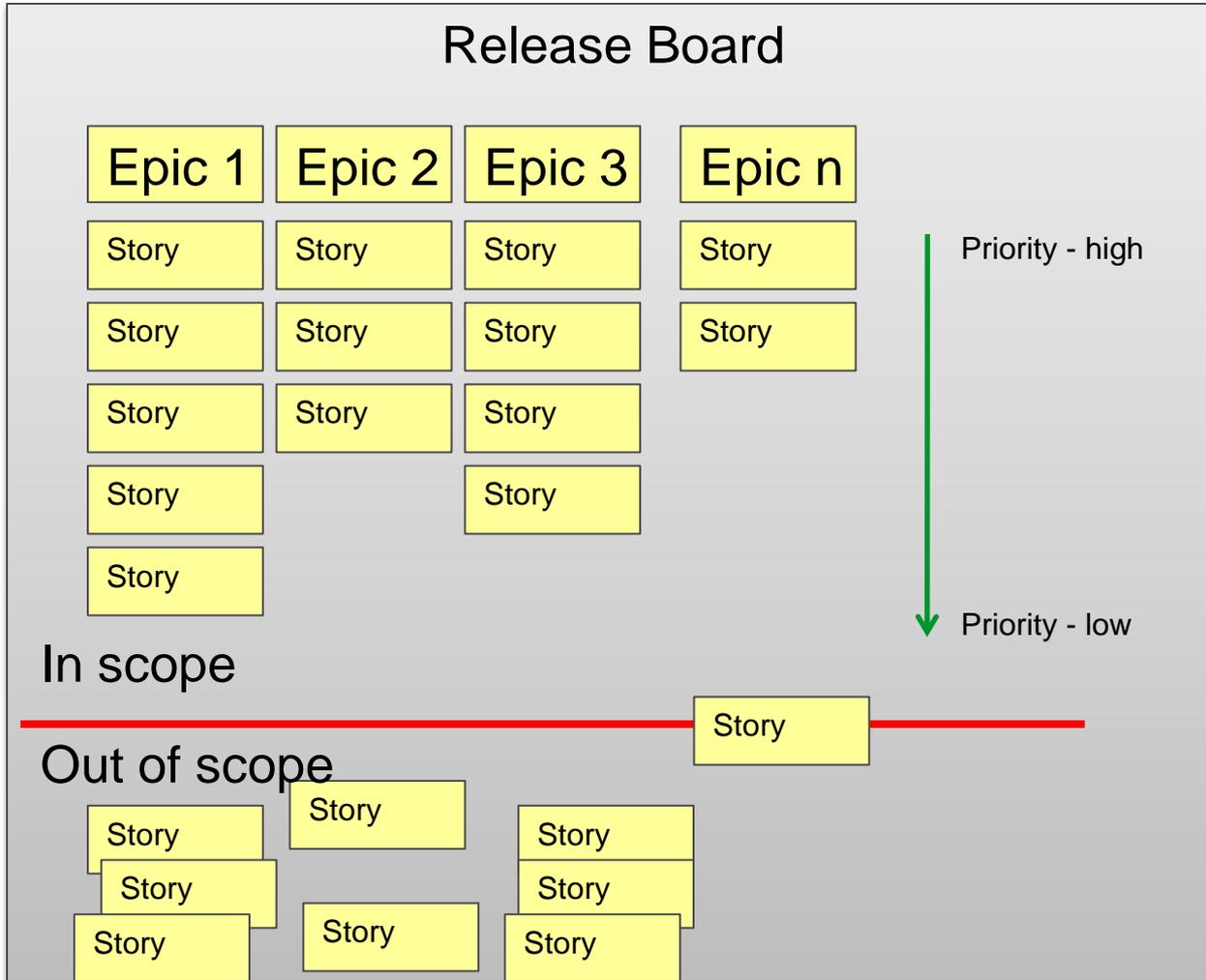
# From prioritized list to 2D Release board



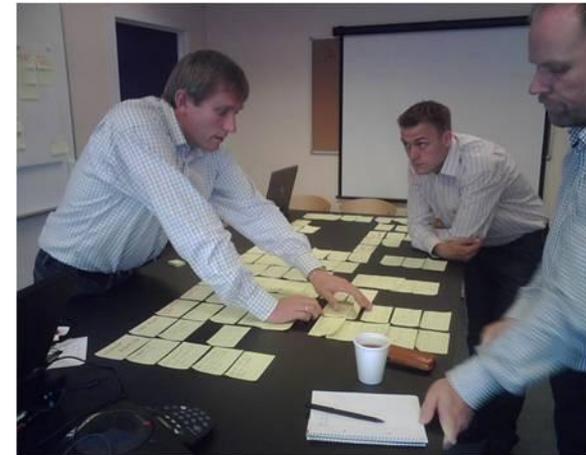
## Benefits:

- Easy to communicate an overview of the release
- Improves communication between PO and team
- Helps predicting the release date
- Visualize the status of the release in the same level of detail as the status of an iteration

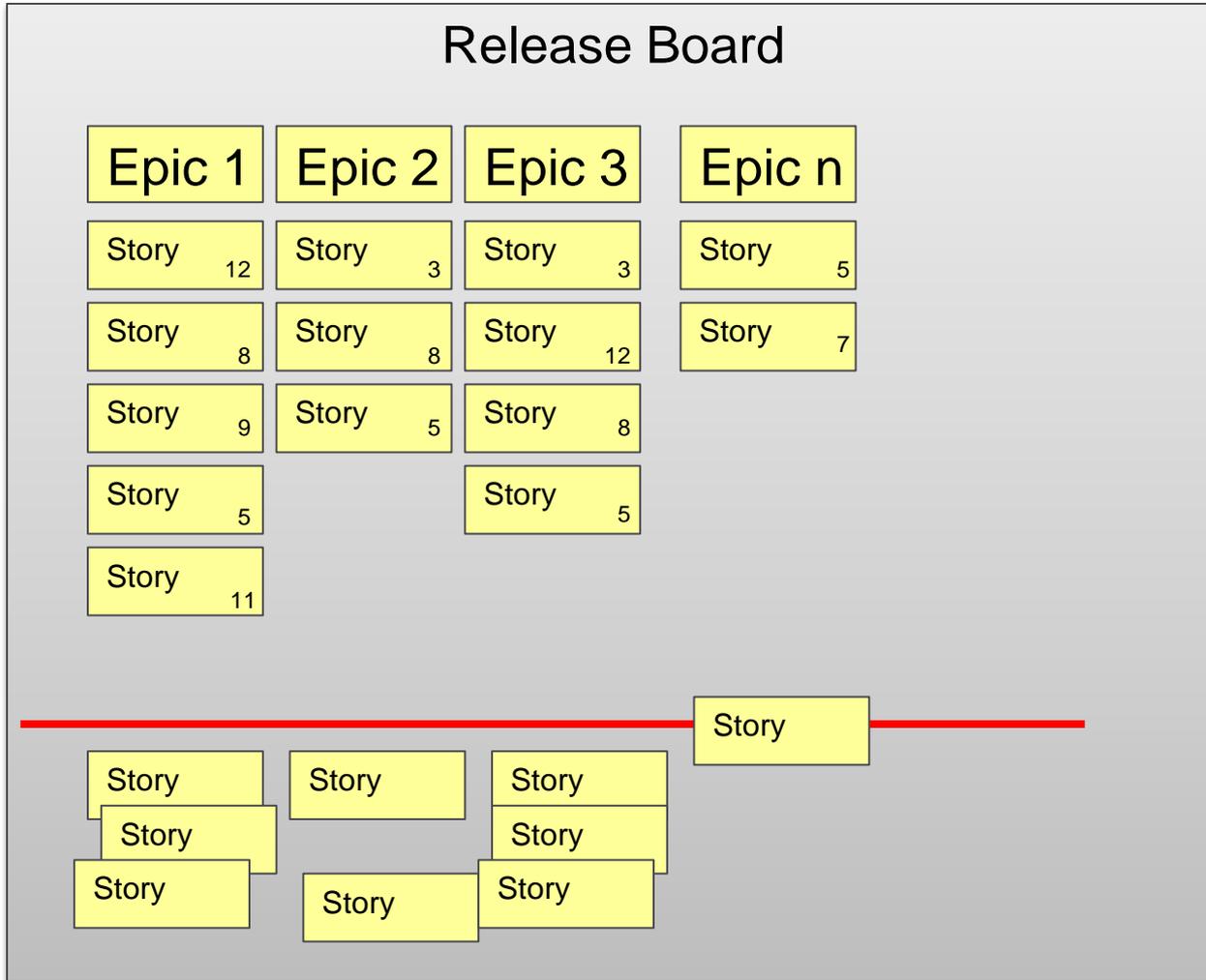
# The creation of the Release Board



Backlog is arranged according to epics.  
All epics have equal priority.  
Each epic consists of a number of stories.  
The stories are arranged according to priority.  
At this level we also talk about what is in scope for this release.

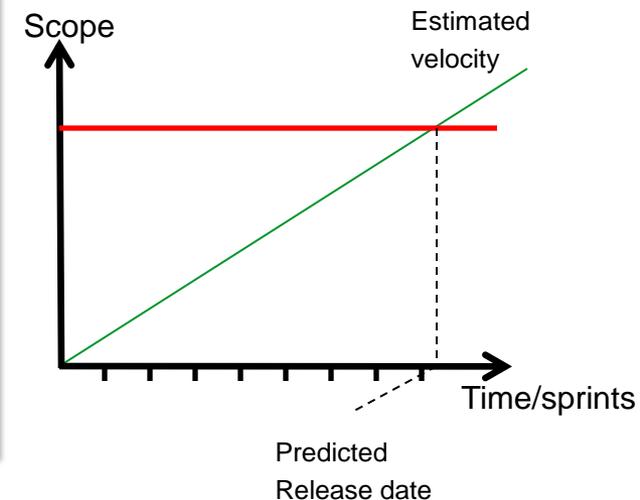


# The creation of the Release Board



All stories are estimated at a high level. The estimate is relative and referring to the complexity of the story.

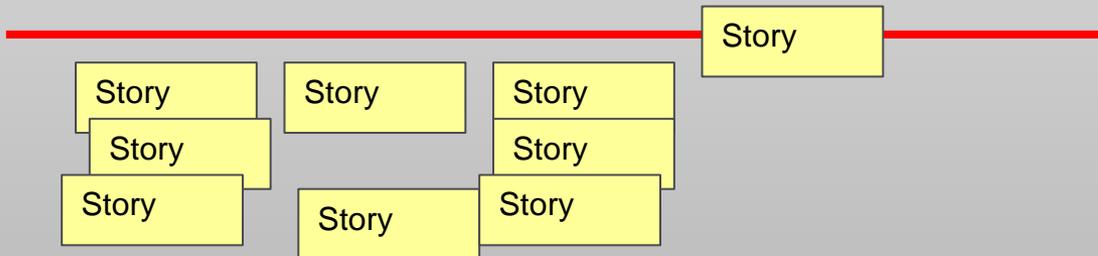
The total sum of the estimates is calculated. This is a rough estimate of the scope.



A release date is predicted

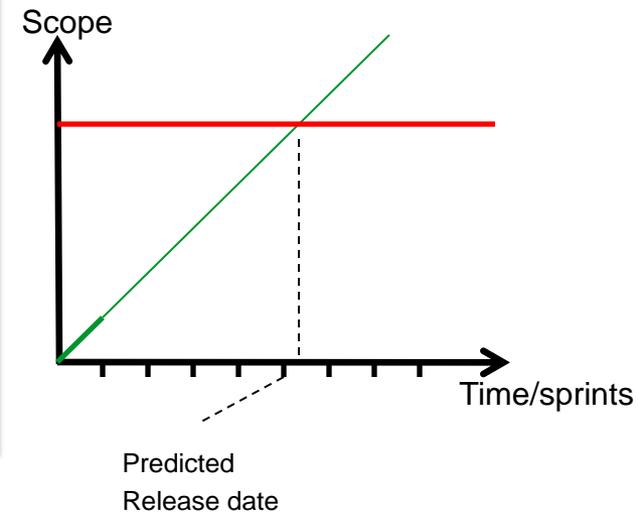
# Sprint progress

## Release Board



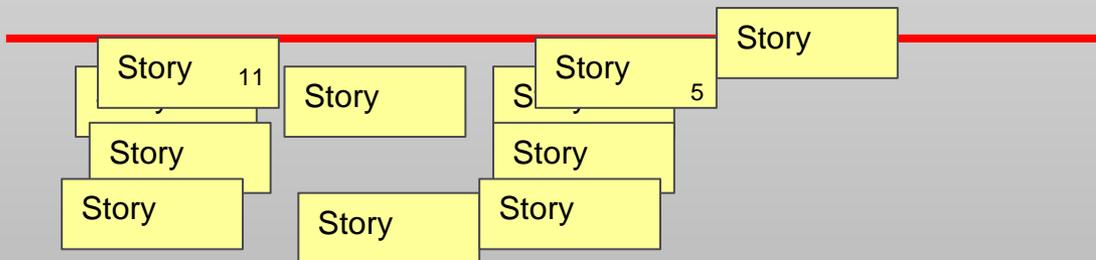
At the start of each sprint we select a number of stories and mark them in progress. Typically with a blue sticker.

At the end of each sprint the completed stories are marked with a green sticker.

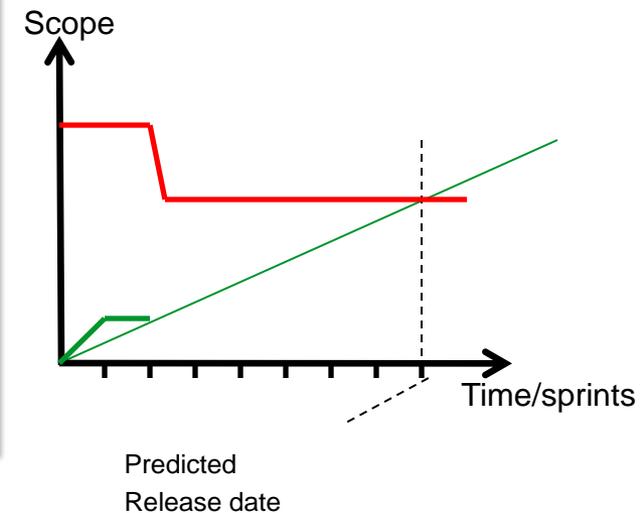


# Adjustment of scope

## Release Board

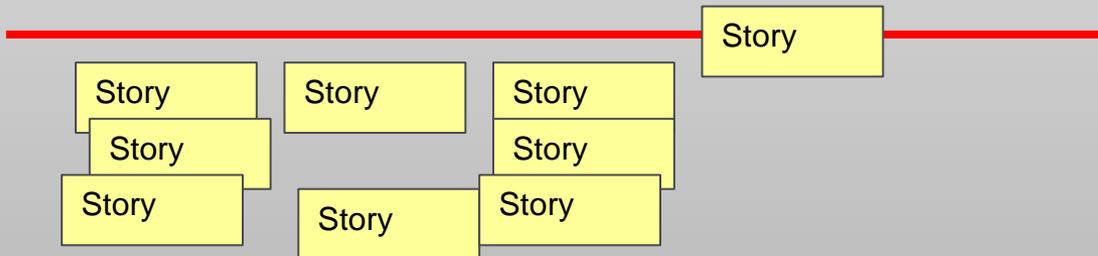


If progress is slow  
we take a few stories out  
of scope.

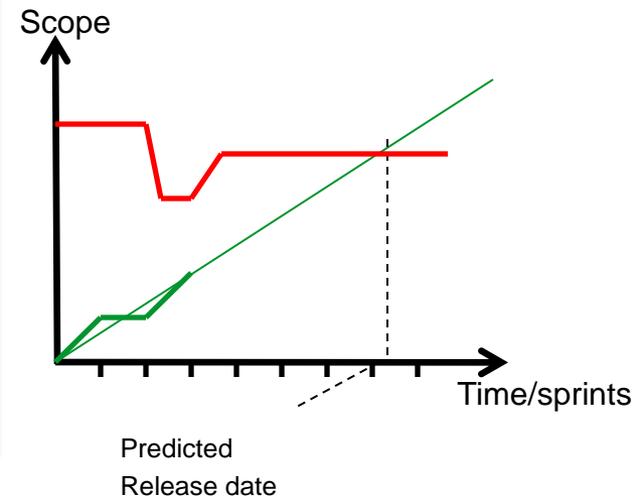


# Adjustment of scope

## Release Board



If progress is good we add stories to the scope.



# Further reading

Jeff Patton on Story Maps:

[http://www.agileproductdesign.com/blog/the\\_new\\_backlog.html](http://www.agileproductdesign.com/blog/the_new_backlog.html)

Alistair Cockburn on Walking Skeleton:

<http://alistair.cockburn.us/Walking+skeleton>