

# The Product Owner & The Ready-Ready State

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Lightning Webinar — November 2018

[LeanAgileTraining.com](http://LeanAgileTraining.com) — Joe Little

# One Suggestion

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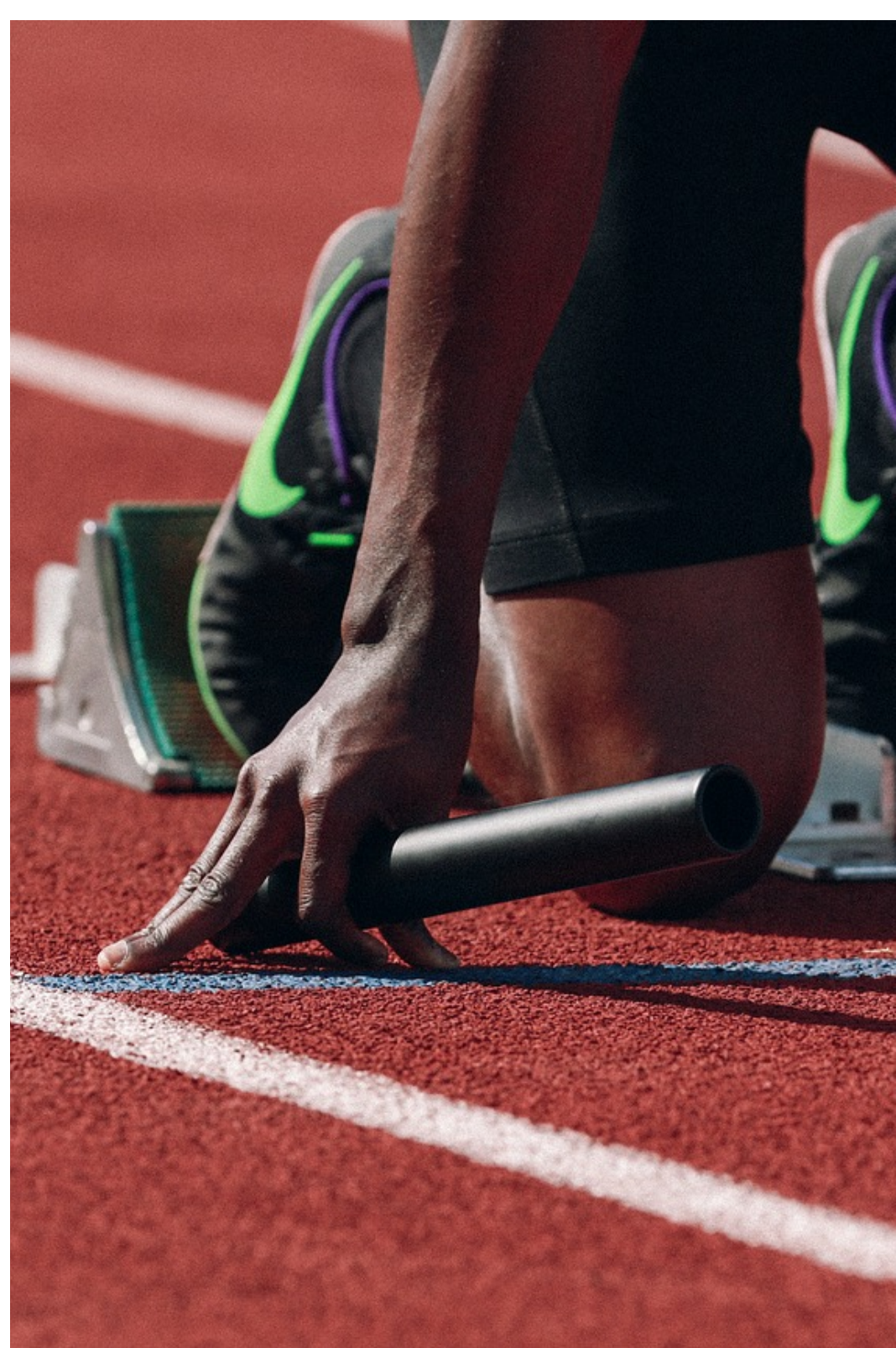
- Today I offer one suggestion...
- It is not huge, nor especially hard.
- But it can start to make a big difference.



# The Product Owner

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- The Product Owner is quite key to the success of Scrum.
- Tom Brady does not win by himself, but he helps a lot.
- There are many key activities of the PO. Let's focus on two.
  1. He or she answers questions in the Sprint *quickly*.
  2. She or he answers all questions **before** the Sprint starts.





# No More Unclear Requirements

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- I hear this all the time — “unclear requirements.”
- It must stop. People are much *more* productive if they know what they are building, and much *less* productive if they do not.
- The PO assures better “requirements,” or clarity.
- Better details for each user story.



# How Clear?

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- This is a good and hard question.
- Only the Scrum Team can answer this. It varies by situation, by Scrum Team, by person and by user story.
- Give them what they ask for, and not more. (Yes, you might convince them to accept less.)
- Some Implementers need “negotiability” to be fully creative.



# The Bigger Problem...

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- Is that the requirements are still too unclear.
- To some degree, people are using agile to mean “less professional”.
- That is, for now, when considering the trade-off between negotiability and clarity..... we need more clarity.

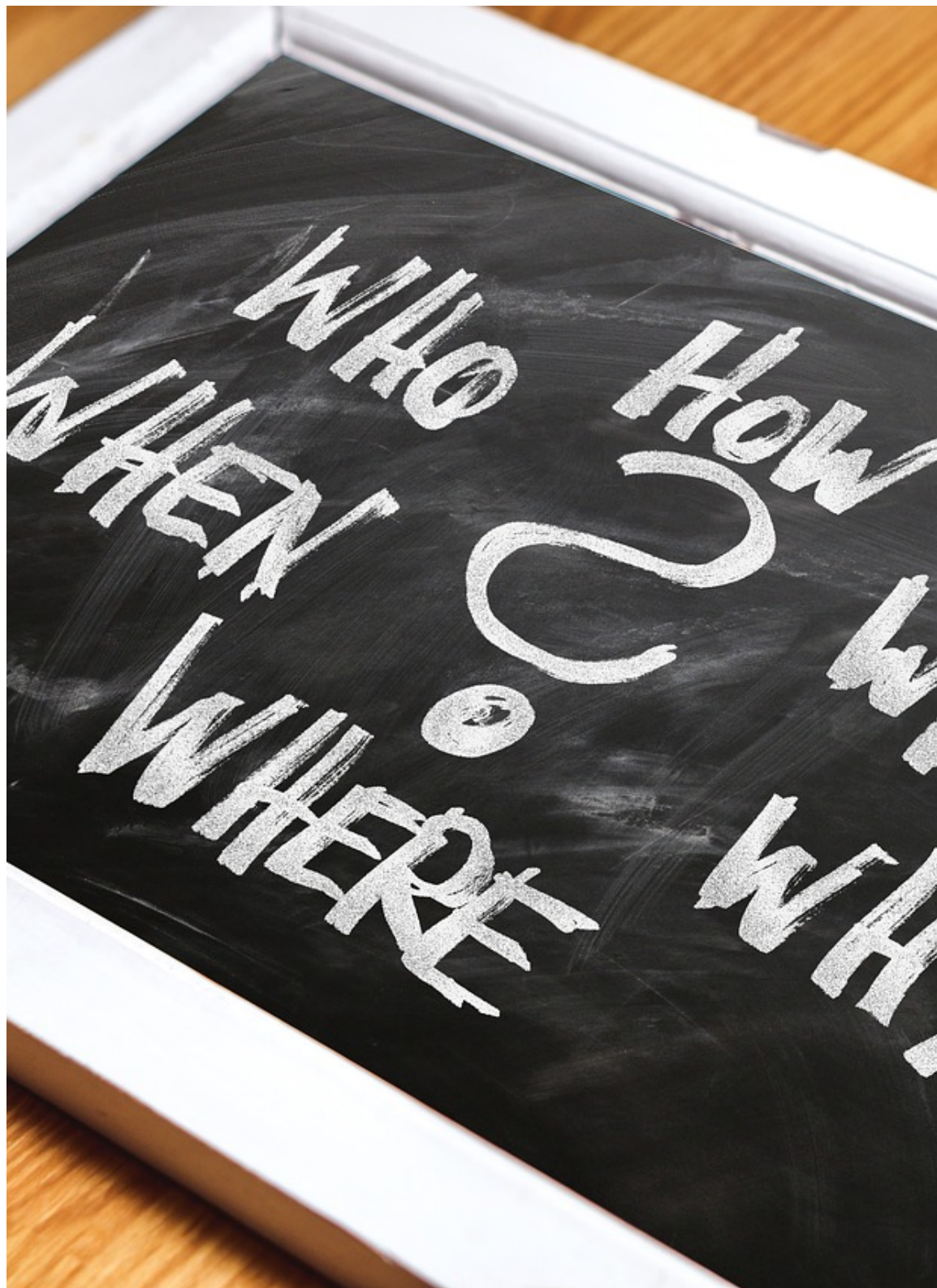




# Wrong focus?

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- Could we provide too much information?
- Could we eliminate the creative opening of experienced Implementers?
- Is this important?
- Yes, *and*....



# Ready-Ready Criteria

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- a.k.a. Definition of Ready (DOR)
- A story must be ready and have enough information (in the opinion of *all* implementers) before it can enter a Sprint.
- The Implementers need to put together the list of info needs.
- And it must be what the Product Owner can do, with his or her “minions” (See Despicable Me 2).
- Pick and choose per story.





# Example of Ready-Ready Criteria

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- Acceptance criteria
- Mock-up
- Use case
- Process flow
- Bus flow
- Dependencies
- Q's answered
- BVP — ck
- SP — ck
- Small
- INVEST
- Sprint-sized story
- Data elements
- Data flow
- Syst flow
- Docs of legacy system
- Key tech issues addressed
- People-to-work match

# Process

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- 2 Sprints (?...about?) before the Sprint in which the story will be done...
- The Product Owner starts to have the info “built” by (multiple people?).
- The info is reviewed in a Refinement meeting a bit before the Sprint Planning Meeting.
- One Implementer can “thumbs down” a story (ex: not enough info) — exclude from Sprint.



# Live and Learn

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- The info items we initially agree on may be too much or too little.
- We can live and learn and *adjust*.
- Make it work for you!
- *Happy Scrumming!*





# Joe Little

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- And sign up for our [newsletters](#) to get more Scrum in your inbox each month!
- Kudos to **KERRY LENGYEL** for a great job on the visuals.

