

Mobile Weather Application

We are building a Mobile Weather App. We have built this product backlog, broken the functionality down into several vertical slices, and roughly prioritized them. Our first priority is to have the app available on iOS. We will definitely want Android support as well, though that's lower priority. Depending on revenue models, we may add Win7 Mobile & Blackberry.

Initial Product Backlog

| ID | Feature | Size |
|----|---|------|
| 1 | Draw a "Sunny" icon and sample (not real) temperature | 1 |
| 2 | Specify a location (Postal Code) | 3 |
| 3 | Draw the actual temperature pulled from WeatherXML service (F) | 5 |
| 4 | Draw all supported weather icons randomly (sunny/cloudy/etc.) | 2 |
| 5 | Draw the actual weather icon based on WeatherXML service | 3 |
| 6 | Support a 3 day weather forecast | 8 |
| 7 | Support a 5 day weather forecast | 2 |
| 8 | Add support for hourly weather breakdown | 8 |
| 9 | Support multiple favorite cities (choose one at a time) | 5 |
| 10 | Add Severe Weather Alert panel | 8 |
| 11 | Add push notification for severe weather in my device location | 5 |
| 12 | Auto-refresh data with options for frequency | 2 |
| 13 | Inject simulated ads from the test server | 8 |
| 14 | Real ads | 13 |
| 15 | Fetch & store several days weather from the server (offline mode) | 8 |
| 16 | Add "remove ads": free->paid button | 5 |
| 17 | Fetch and store data for all favorite cities | 3 |
| 18 | Add support for a radar map of precipitation | 8 |
| 20 | Make it work on Android | 20 |
| 21 | Make it work on Win Phone 7 | 100 |
| 22 | Make it work on Blackberry | 100 |

Release Planning Activity

Initial Release Plan

Calculate the team's Historic Velocity: Roll the dice four times and add the total to see the velocity for each of four historic sprints:

Sprint A: _____ Sprint B: _____ Sprint C: _____ Sprint D: _____

Average: _____

Your first sprint starts March 12, and you will be using two-week sprints.

1. Determine which features you would need in order to submit a free version of the app to the app store.
2. Project which features will be done in each two-week sprint, based on your average velocity. Draw lines in the Initial Product Backlog to show which ones fit into which sprints.
3. On what date will you be ready to submit the free version to the App Store?

4. If you needed to make a firm commitment to the business for when you'd submit the app, and of course there is pressure to do it as early as possible, what date would you commit to?

5. What date will start making money (real ads)?

6. What date will the paid version be available (paid->Free)?

Sprint 1

Roll the dice for actual velocity from sprint 1: _____

1. Mark the features that are now complete. If the numbers don't exactly match, you can only include features that completely fit within the velocity number you rolled - no partially done work!
2. Update your velocity to include Sprints A-D (historic) and Sprint 1:
3. Notice that we added a few new features to the backlog. Update your release plan, and make notes of any changes from your original forecasts & commitments.

| ID | Feature | Size |
|-----|---|------|
| 1 | Draw a "Sunny" icon and sample (not real) temperature | 1 |
| 2 | Specify a location (Postal Code) | 3 |
| 3 | Draw the actual temperature pulled from WeatherXML service (F) | 5 |
| 4 | Draw all supported weather icons randomly (sunny/cloudy/etc.) | 2 |
| 5 | Draw the actual weather icon based on WeatherXML service | 3 |
| 5.1 | Choose Fahrenheit vs. Celsius | 1 |
| 6 | Support a 3 day weather forecast | 8 |
| 7 | Support a 5 day weather forecast | 2 |
| 8 | Add support for hourly weather breakdown | 8 |
| 9 | Support multiple favorite cities (choose one at a time) | 5 |
| 9.1 | Option to change current city based on device location API | 8 |
| 10 | Add Severe Weather Alert panel | 8 |
| 11 | Add push notification for severe weather in my device location | 5 |
| 12 | Auto-refresh data with options for frequency | 2 |
| 13 | Inject simulated ads from the test server | 8 |
| 14 | Real ads | 13 |
| 15 | Fetch & store several days weather from the server (offline mode) | 8 |
| 16 | Add "remove ads": free->paid button | 5 |
| 17 | Fetch and store data for all favorite cities | 3 |
| 18 | Add support for a radar map of precipitation | 8 |
| 20 | Make it work on Android | 20 |
| 21 | Make it work on Win Phone 7 | 100 |
| 22 | Make it work on Blackberry | 100 |

Sprint 2

Roll the dice for actual velocity from sprint 2: _____

1. Mark the features that are now complete. If the numbers don't exactly match, you can only include features that completely fit within the velocity number you rolled - no partially done work!
2. Update your velocity to include Sprints A-D (historic) and Sprints 1 & 2:
3. Notice that we broke a big feature into two in the backlog. Update your release plan, and make notes of any changes from your original forecast/commitments.

| ID | Feature | Size |
|------|---|------|
| 1 | Draw a "Sunny" icon and sample (not real) temperature | 1 |
| 2 | Specify a location (Postal Code) | 3 |
| 3 | Draw the actual temperature pulled from WeatherXML service (F) | 5 |
| 4 | Draw all supported weather icons randomly (sunny/cloudy/etc.) | 2 |
| 5 | Draw the actual weather icon based on WeatherXML service | 3 |
| 5.1 | Choose Fahrenheit vs. Celsius | 1 |
| 6 | Support a 3 day weather forecast | 8 |
| 7 | Support a 5 day weather forecast | 2 |
| 8 | Add support for hourly weather breakdown | 8 |
| 9 | Support multiple favorite cities (choose one at a time) | 5 |
| 9.1 | Option to change current city based on device location API | 8 |
| 10 | Add Severe Weather Alert panel | 8 |
| 11 | Add push notification for severe weather in my device location | 5 |
| 12 | Auto-refresh data with options for frequency | 2 |
| 13 | Inject simulated ads from the test server | 8 |
| 14 | Real ads | 13 |
| 15 | Fetch & store several days weather from the server (offline mode) | 8 |
| 16 | Add "remove ads": free->paid button | 5 |
| 17 | Fetch and store data for all favorite cities | 3 |
| 18 | Add support for a static radar map of current precipitation | 8 |
| 18.1 | Add support for animated precipitation map | 5 |
| 19 | Make it work on Android | 20 |
| 20 | Make it work on Win Phone 7 | 100 |
| 21 | Make it work on Blackberry | 100 |

Sprint 3

Roll the dice for actual velocity from sprint 3: _____

1. Mark the features that are now complete.
2. Update your velocity:
3. We've decided to move Android support up in priority. When will Android be ready to submit to the app market?
4. What other changes do you need to communicate based on the recent sprint's velocity and the change in Android priority?

| ID | Feature | Size |
|------|---|------|
| 1 | Draw a "Sunny" icon and sample (not real) temperature | 1 |
| 2 | Specify a location (Postal Code) | 3 |
| 3 | Draw the actual temperature pulled from WeatherXML service (F) | 5 |
| 4 | Draw all supported weather icons randomly (sunny/cloudy/etc.) | 2 |
| 5 | Draw the actual weather icon based on WeatherXML service | 3 |
| 5.1 | Choose Fahrenheit vs. Celsius | 1 |
| 6 | Support a 3 day weather forecast | 8 |
| 7 | Support a 5 day weather forecast | 2 |
| 8 | Add support for hourly weather breakdown | 8 |
| 9 | Support multiple favorite cities (choose one at a time) | 5 |
| 9.1 | Option to change current city based on device location API | 8 |
| 10 | Add Severe Weather Alert panel | 8 |
| 11 | Add push notification for severe weather in my device location | 5 |
| 12 | Auto-refresh data with options for frequency | 2 |
| 19.1 | Port to PhoneGap | 13 |
| 19.2 | Test Android version of new PhoneGap build | 5 |
| 19.3 | Test iOS version of new PhoneGap build | 3 |
| 13 | Inject simulated ads from the test server | 8 |
| 14 | Real ads | 13 |
| 15 | Fetch & store several days weather from the server (offline mode) | 8 |
| 16 | Add "remove ads": free->paid button | 5 |
| 17 | Fetch and store data for all favorite cities | 3 |
| 18 | Add support for a static radar map of current precipitation | 8 |
| 18.1 | Add support for animated precipitation map | 5 |
| 20 | Make it work on Win Phone 7 | 100 |
| 21 | Make it work on Blackberry | 100 |