

Sort by Risk



Entries

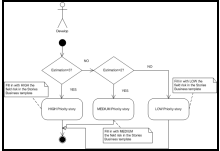
- Business Story

Exit

- Business Story

Solution

Process



Development time

- ◆ To acquire the necessary knowledge to develop the software product:
- ◆ To create the Product Pattern: 15 minutes.
- ◆ To apply the Product Pattern: .

Explanatory video

- None

Related Patterns

- [Estimate Story Pattern](#)
- [Divide Story Pattern](#)
- [Set Speed Pattern](#)

Quality Controllers

- None

Templates

Historias_Negocio.doc
Tareas_Historias_Ver_X_DyD_Y.doc

Examples

- None

Support Tools

- It will be necessary a text editor such as [OpenOffice Writer](#) o [Microsoft Word](#).
- As well as a tool [Visual Paradigm for UML](#) for performing the exposed diagrams.

Initial Context

This product can be used in any project requiring prioritization by the area of technology about records written by the business area and then estimated by the area of technology itself. This prioritization is marked by the risk that the new functionality described for stories not be delivered to business area within estimated time. Within this classification three groups are established, stories whose risk is high, medium or low (estimate of 3, 2 and 1 week respectively). It is understood that the stories whose estimate is higher due to the complexity in implementation is higher.

Result Context

A set of estimated story sorted by technology will be obtained. But they will be ordered depending on the risk of not being delivered to the business area within estimated time. Within this set 3 subsets (high, medium, low) will be taken.



Problem

The area of technology should be estimated the stories based on the complexity that the implementation of each of them has. The greater the complexity is the greater the estimation, with a maximum of three weeks. It will be established as a story the most high estimate risk (3 weeks), medium risk estimated in two weeks stories and low risk estimated in 1 week.



Restrictions (*Forces*)

- **Characteristics of organizations:** This pattern can be used in existing projects in any company.
- **System Type to develop:** This product can be used in projects in which user requirements are changing.
- **Type of Customer:** It must exist or be achieved, the target area development business being involved in achieving it.
- **Heuristics of use:** If the estimation of the task is three, high risk is established, if it is two Medium risk if one risk is low.



Roles

- Developers (2-12)
- Director of Development Project (1)
- Trainer (1)
- Controller (1)

Note: The trainer and controller can be the same person.



Lessons Learned

- The story with a estimation of a longer duration seem in advance more complex in its development and therefore the major complications that can arise. For this they must be rated above the rest.
- It must be refill the field indicating the risk of implementing a long story from the standpoint of technology. There are three categories (A-High Risk, M-Medium Risk, B-Low Risk). The template is updated with the estimation of technology. The speed is recorded.



Capability Level

- Not applicable.



Basic Knowledge and Skills



Knowledge

- Knowledge of coding standard that defines the shared code ownership and the rules for writing and documenting code and communication between different pieces of code developed by different teams. Programmers have to follow the so that the code in the system look like if it had been written by one person.
- Knowledge of the common vision of how the program works in which the activities take place.



Abilities

- Ability to work in group. All on an XP computer contribute in any way they can.
- Predicting what will be completed by the deadline, and determining what to do next.
- Programming capability in pairs. Besides to generate better code and tests, used to communicate knowledge through teams.



Information Resources

- Álvarez, José R. y Arias Manuel. Método Extreme programming. Recuperado el 2010-03-05 de <http://www.ia.uned.es/ia/asignaturas/adms/GuiaDidADMS/node61.html>
 - Anaya Villegas, Adrian. A proposito de programación extrema XP(extreme Programming). Recuperado el 2010-02-10 de <http://www.monografias.com>
 - Beck, K.(2000), Una explicación de la programación extrema. Aceptar el cambio. Ed. Addison Wesley.
 - De Seta, Leonardo. Una introducción a Extreme Programming. Recuperado el 2010-03-02 de <http://www.dosideas.com/noticias/metodologias/822-una-introduccion-a-extreme-programming.html>
 - Extreme Programming: A gentle introduction. Recuperado el 2010-03-15 de <http://www.extremeprogramming.org/>
 - Joskowicz, José. Reglas y prácticas en Xtreme Programming. Recuperado el 2010-03-15 de <http://iie.fing.edu.uy/~josej/docs/XP%20-%20Jose%20Joskowicz.pdf>
 - Letelier, Patricio y Panadés M^a Carmen. Metodologías Ágiles en el desarrollo de software: extreme programming. Recuperado el 2010-03-15 de <http://www.willydev.net/descargas/masyxp.pdf>
 - Newkirk, James y Martin, Robert C.(2001), La programación Extrema en la Práctica. Ed Addison Wesley.
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