

# Sort by Value



## Entries

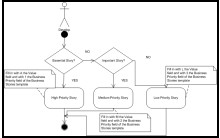
- Business Story

## 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 business area about stories written by themselves and then estimated by the area of technology. This prioritization is marked by the value that would bring new functionality to the business when it is developed. Within this classification three groups are established, the stories that describe essential features, the important and the miscellaneous items.

## Result Context

A set of estimated record sorted by technology will be obtained, but they will be ordered depending on the value contributed the bussiness. Within this set 3 subsets will be taken (essential, important and miscellaneous).



## Issue

The business area should have very clear what role each story represents in the application to develop and not be swayed by the story that represent irrelevant features (miscellaneous) rather than essential, for example.



## 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:** The user must have formal studies of functional viability with the pros and cons of the functionality described for each of the stories to launch a reliable opinion. The first to develop should be essentials.



## Roles

- Area of business users (2 at most).



## Lessons Learned

- The vision of the application to be obtained should be clear. The most important features must be classified above than those that are merely decorative.
- It must be refill the field indicating the priority of the record from the point of view of business. There are three categories (A- (high) Essentials, M (medium) Needed, B- (low) Miscellaneous).



## 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/>
  - Jorskowicz, José. Reglas y prácticas en Xtreme Programming. Recuperado el 2010-03-15 de <http://iie.fing.edu.uy/~josej/docs/XP%20-%20Jose%20Jorskowicz.pdf>
  - Letelier, Patricio y Panadés M<sup>a</sup> 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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