My Sweet 16 Birthday Party Worksheet

	Tasks
1	Review the Sweet 16 Birthday Party poster that Kelly has produced
2	Perform a 2 minute individual brainstorm to derive some basic ideas about the party
3	Review the Story Mapping poster and arrange the ideas into a high level user journey over time with user scenarios that a guest may experience as they attend the party
4	Decompose the user scenarios into epics to identify the grouping of the work to be done to achieve the user journey
5	Break down the epics into user stories with some information from the Anatomy of a User Story poster. The user stories will form our to do list of work to achieve the user journey
6	Estimate the user stories using one technique e.g. Planning Poker, Affinity Estimation, Ouija Board Sizing
7	Form a release plan using one technique e.g. MVP, Kano Analysis, Buy a Feature
8	When the backlog is has been formed into a release plan wait for the other teams to finish and then check out what techniques they have also used