

BE the Customer

Think about baseline functionality. If a feature isn't essential, it's probably not a 10.



Now it's your chance to be the customer. You need to build a plan for when you are going to develop each of the user stories for Milestone 1.0, and to do that you need to ask the customer what features are most important so that you can develop those first. Your job is to play the customer by assigning a priority to the Milestone 1.0 user stories. For each user story, assign it a ranking in the square provided, depending on how important you think that feature is using the key at the bottom of the page.

Title: Pay using "Space Miles"
 Est: 15 days
 Priority:

Title: Order In-flight meals
 Est: 13 days
 Priority:

Title: Login to "Frequent Astronaut" account
 Est: 15 days
 Priority:

Title: Review flight
 Est: 13 days
 Priority:

Title: Manage special offers
 Est: 13 days
 Priority:

Title: Book a shuttle
 Est: 15 days
 Priority:

Title: Pay with Visa/MC/PayPal
 Est: 15 days
 Priority:

Title: View "Space Miles" account
 Est: 14 days
 Priority:

Title: View flight reviews
 Est: 12 days
 Priority:

Priorities Key

10 - Most Important

20

30

40

50 - Least Important

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Title: Choose seating
 Est: 12 days
 Priority:

Title: Apply for "frequent astronaut" card
 Est: 14 days
 Priority:

Title: View shuttle deals
 Est: 12 days
 Priority:

For each user story, specify what priority it is in the box provided.