

Design The Extreme Coffee Machine

Objective

To draw the design of the ultimate coffee machine (ideally it should show how it works).
To conduct two iterations of an XP project.

Plan

Split into customers and developers.

10 Minutes user stories.
5 Minutes estimation.
5 Minutes priority, scope and negotiation.
5 Minutes iteration 1.
5 Minutes user stories.
5 Minutes estimation.
5 Minutes priority, scope and negotiation.
5 Minutes iteration 2.

Rules

If it is not drawn it has not been delivered.
All deliverables must be tested, if they do not pass the test they don't exist.
User stories must be written down.

User Stories

Customers develop stories.

Estimation

Developers estimate stories in seconds.

Negotiation

Customers and developers negotiate and developers agree commitment schedule.

Iteration

Developers draw coffee machine.
Customers write acceptance tests.
Customers write new stories for next iteration.
At the end of the iteration customers test the drawing against their acceptance test.