



Backlog Refinement: Eight traps to avoid

"Splitting stories from epics to grains of sand can define features that produce no value. Always challenge whether value justifies cost!"

No outcome in mind

It's easy to define work that produces no value.

"Technical" Stories

*Often a symptom of single skill teams.
(non-cross-functional)*

Tasks

Planning tasks belongs in the "How" section of sprint planning.

Premature Specification

Too many details can prevent better solutions

INVEST*

Good backlog items usually pass the INVEST test.

Dependencies

Hitting a dependency may prevent you from finishing

Too many features

Every line of code costs money. Some have impact. Is this feature essential?

Forgetting the why

If you lose sight of the user and their need, you create worthless stories

Ivory Tower

Even your best ideas need validation from real users and customers

