


Client Request: Castle
Iteration: 1
Story:

Big square tower




Business Value	
Cost Estimate	4
BV / Cost	
Done	

1/5

Client Request: Castle
Iteration: 1
Story:

Group of small towers




Business Value	
Cost Estimate	2
BV / Cost	
Done	

2/5

Client Request: Castle
Iteration: 1
Story:

Surrounding walls with crenellations




Business Value	
Cost Estimate	2
BV / Cost	
Done	

3/5

Client Request: Castle
Iteration: 1
Story:

Drawbridge




Business Value	
Cost Estimate	4
BV / Cost	
Done	

4/5

Client Request: Castle
Iteration: 1
Story:

Portcullis




Business Value	
Cost Estimate	2
BV / Cost	
Done	

5/5

Client Request: Mars Base
Iteration: 1
Story:

Robot




Business Value	
Cost Estimate	4
BV / Cost	
Done	

1/3

Client Request: Mars Base
Iteration: 1
Story:

Solar Cells




Business Value	
Cost Estimate	1
BV / Cost	
Done	

2/3

Client Request: Mars Base
Iteration: 1
Story:

Aliens




Business Value	
Cost Estimate	5
BV / Cost	
Done	

3/3

Client Request: Amusement Park
Iteration: 1
Story:

Rollercoaster




Business Value	
Cost Estimate	4
BV / Cost	
Done	

1/3

Client Request: Amusement Park
Iteration: 1
Story:

Ferris Wheel




Business Value	
Cost Estimate	3
BV / Cost	
Done	

2/3

Client Request: Amusement Park
Iteration: 1
Story:

Carousel



Business Value	
Cost Estimate	2
BV / Cost	
Done	

3/3

Technical Story
Iteration: 1
Story:


Release

If this card is implemented, all stories that are implemented in this or previous iterations are released.

Cost Estimate	3
Done	

Client Request: Europe
Iteration: 2
Story:

Atomium




Business Value	
Cost Estimate	4
BV / Cost	
Done	

1/4

Client Request: Europe
Iteration: 2
Story:

Eiffel Tower




Business Value	
Cost Estimate	3
BV / Cost	
Done	

2/4

Client Request: Europe
Iteration: 2
Story:

Anne Frank House



Business Value	
Cost Estimate	2
BV / Cost	
Done	

3/4

Client Request: Europe
Iteration: 2
Story:

Big Ben




Business Value	
Cost Estimate	2
BV / Cost	
Done	

4/4

Client Request: Farm
Iteration: 2
Story:

Tractor




Business Value	
Cost Estimate	4
BV / Cost	
Done	

1/3

Client Request: Farm
Iteration: 2
Story:

Cow Stables




Business Value	
Cost Estimate	2
BV / Cost	
Done	

2/3

Client Request: Farm
Iteration: 2
Story:

Cows



Business Value	
Cost Estimate	2
BV / Cost	
Done	

3/3

Technical Story
Iteration: 2
Story:

Release

If this card is implemented, all stories that are implemented in this or previous iterations are released.

Cost Estimate	3
Done	

Technical Story
Iteration: 2
Story:


Release Improvement

When this story is implemented, the release cost is decremented by 2, starting from next iteration.

Business Value	
Cost Estimate	5
BV / Cost	
Done	

Client Request: Castle Extensions
Iteration: 3
Story:

Stables




Business Value	
Cost Estimate	1
BV / Cost	
Done	

1/3

Client Request: Castle Extensions
Iteration: 3
Story:

Living Unit




Business Value	
Cost Estimate	3
BV / Cost	
Done	

2/3

Client Request: Castle Extensions
Iteration: 3
Story:

Water Well




Business Value	
Cost Estimate	2
BV / Cost	
Done	

3/3

Client Request: More Europe
Iteration: 3
Story:

Arc de Triomphe




Business Value	
Cost Estimate	4
BV / Cost	
Done	

1/4

Client Request: More Europe
Iteration: 3
Story:

Acropolis

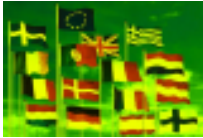


Business Value	
Cost Estimate	3
BV / Cost	
Done	

2/4

Client Request: More Europe
Iteration: 3
Story:

Colosseum



Business Value	
Cost Estimate	2
BV / Cost	
Done	

3/4

Client Request: More Europe
Iteration: 3
Story:

Stonehenge



Business Value	
Cost Estimate	5
BV / Cost	
Done	

4/4

Technical Story
Iteration: 3
Story:

Release

If this card is implemented, all stories that are implemented in this or previous iterations are released.

Cost Estimate	3
Done	

Technical Story
Iteration: 3
Story:

Dev Team Improvement 1

When the 3 Dev Team Improvement stories are implemented, the development velocity increases by 1, starting from next iteration.

Business Value	
Cost Estimate	1
BV / Cost	
Done	

1/3

Technical Story
Iteration: 3
Story:

Dev Team Improvement 2

When the 3 Dev Team Improvement stories are implemented, the development velocity increases by 1, starting from next iteration.

Business Value	
Cost Estimate	1
BV / Cost	
Done	

2/3

Technical Story
Iteration: 3
Story:

Dev Team Improvement 3

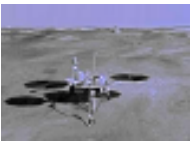
When the 3 Dev Team Improvement stories are implemented, the development velocity increases by 1, starting from next iteration.

Business Value	
Cost Estimate	1
BV / Cost	
Done	

3/3

Client Request: Mars Exploration
Iteration: 4
Story:

Robot



Business Value	
Cost Estimate	2
BV / Cost	
Done	

1/3

Client Request: Mars Exploration
Iteration: 4
Story:

Lander



Business Value	
Cost Estimate	1
BV / Cost	
Done	

2/3

Client Request: Mars Exploration
Iteration: 4
Story:

Meteorological Station



Business Value	
Cost Estimate	1
BV / Cost	
Done	

3/3

Client Request: Manege
Iteration: 4
Story:

Horse Stables




Business Value	
Cost Estimate	2
BV / Cost	
Done	

1/3

Client Request: Manege
Iteration: 4
Story:

Horses




Business Value	
Cost Estimate	2
BV / Cost	
Done	

2/3

Client Request: Manege
Iteration: 4
Story:

Meadow



Business Value	
Cost Estimate	1
BV / Cost	
Done	

3/3

Technical Story
Iteration: 4
Story:


Release

If this card is implemented, all stories that are implemented in this or previous iterations are released.

Cost Estimate	3
Done	

Client Request: Mars Space Port
Iteration: 5
Story:

Launch Pad




Business Value	
Cost Estimate	1
BV / Cost	
Done	

1/4

Client Request: Mars Space Port
Iteration: 5
Story:

Terminal




Business Value	
Cost Estimate	1
BV / Cost	
Done	

2/4

Client Request: Mars Space Port
Iteration: 5
Story:

Check in Desk




Business Value	
Cost Estimate	1
BV / Cost	
Done	

3/4

Client Request: Mars Space Port
Iteration: 5
Story:

Belgian Chocolate Shop



Business Value	
Cost Estimate	3
BV / Cost	
Done	

4/4

Technical Story
Iteration: 5
Story:


Release

If this card is implemented, all stories that are implemented in this or previous iterations are released.

Cost Estimate	3
Done	

Client Request: Amusement Park II
Iteration: 6
Story:

Pony ride




Business Value	
Cost Estimate	2
BV / Cost	
Done	

1/4

Client Request: Amusement Park II
Iteration: 6
Story:

Wild Water Ride




Business Value	
Cost Estimate	1
BV / Cost	
Done	

2/4

Client Request: Amusement Park II
Iteration: 6
Story:

Indoor Playground




Business Value	
Cost Estimate	1
BV / Cost	
Done	

3/4

Client Request: Amusement Park II
Iteration: 6
Story:

Arcade Flying Simulator



Business Value	
Cost Estimate	2
BV / Cost	
Done	

4/4

Technical Story
Iteration: 6
Story:

Release

If this card is implemented, all stories that are implemented in this or previous iterations are released.

Cost Estimate	3
Done	