

## Categories

**Good Idea, Try Always** = These should be default approaches to try first.

**Can Help Sometimes** = If “Good Ideas” don’t work, these can sometimes provide a solution, but often have downsides, challenges, or are otherwise rarely feasible options.

**Bad Idea** = These ideas don’t really work. Avoid them, as they often try to mask the problem instead of solving it.







## Good Idea, Try Always

This approach allows focusing on the highest value parts of items, and this should always be tried, even when there is no pressure to make stories smaller. Agile is about delivering more with less 😊.

## **Good Idea, Try Always**

Sometimes we just don't think about simpler solutions. Engage the PO and the Team in a conversation if something less still fits the need, and would release capacity for the other desired stories.

## **Good Idea, Try Always**

Often the Team estimates uncertain items larger, because of the possibility of unexpected work. Clarifying items may reduce that fear and allow the Team to deliver items with less effort.

## Can Help Sometimes

While if nothing else works, this becomes the default resolution, it should never be the first choice. Always try to find ways to get more value with less effort first.



## Can Help Sometimes

The Team might lack information on how to solve some parts of the solution, and an external person might be able to guide them effectively. This might save a lot of time, as it reduces uncertainty.

## Can Help Sometimes

Some parts of the work might be laborious for the team, e.g. because the lacks expertise or experience in that activity. Hiring an outsider to do it might not only release the effort, but also make it faster. At a cost, of course.

## Can Help Sometimes

This can sometimes save a lot of effort, but of course means that the outcome is dependent on those reusable components. Sometimes a new story needs to be made to replace the generic solution with a custom one later.

## Can Help Sometimes

While adding people to a project is always dangerous, if there are people who already know the project and are known good cultural fit, they can be very effective. But adding people always costs money.

## Can Help Sometimes

The PO can sometimes renegotiate the release targets, and this may relieve some pressure on delivery targets. But it also means that less value is being delivered for same cost, so it may not be an easy sell to stakeholders.

## Can Help Sometimes

When enough “savings” cannot be found within current Sprint, maybe there are options further down, so that pressure from this Sprint reduces (and the PO can maintain more confidence in release targets).

## Can Help Sometimes

While this is definitely a valid response, delaying releases is often impossible or have severe consequences. Also, it does not address “value per cost” issue.

## Can Help Sometimes

This is “rarely an option” because the Team should already use the suggested tools. However, sometimes this pressure can justify the investment, when previously it was not possible.



## **Bad Idea**

Overtime is “pushing” the system and rarely yields desired value. Neither does it solve the underlying problem (too much work). Also, if you use overtime now, what options you have left in the next Sprints?

## **Bad Idea**

This approach doesn't even try to solve the issue. Also, it violates the basic principle that the Team decides how much work they can take into a Sprint.

## **Bad Idea**

This one violates the basic principle that the Team decides how much work they can take into a Sprint. Only bad things can follow from that.

## **Bad Idea**

Rewards only motivate to get the reward. Unless morally really high-minded, the Team will find a way to collect the reward, usually at the expense of quality.

## **Bad Idea**

How is this even supposed to solve the problem?

## **Bad Idea**

Studies show that adding people to a project that is late, only makes it later.

## **Bad Idea**

This only makes things worse in the next Sprints. In Finland we have this proverb, “pissing in your pants makes you warm for a while.”

## **Bad Idea**

Deadlines are usually date-based, so if you have longer Sprints, you have less of them. Don't fool yourself.



## **Bad Idea**

Stretch goals essentially are a version of “let’s push in more work than the Team can take.” Delivering what the Team committed to is no longer great; they should also deliver the stretch goals to be appreciated.

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