LeSS

Minimal set of rules to enable system wide learning.

LeSS

How many Product Owners?
How many Backlogs?

Separate Team Backlogs

Everybody works on their own highest priority items.

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Separate Team Backlogs

Everybody works on their own highest priority items.

=> High risk of sub-optimisation.

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

Team Backlog

In Progress

waiting

waiting

1 Backlog for the whole Product

- Allows to clearly see what happens in the org.
- Valuable, especially if merging team backlogs leads to a result like ...

Merged Team Backlogs Sorted by Company Priority

In Progress - 1 Team

waiting

waiting

In Progress - 3 Teams

In Progress - 1 Team

waiting

waiting

In Progress - 1 Team

waiting

In Progress - 1 Team

In Progress - 1 Team

waiting

waiting

waiting

In Progress - 1 Team

```
Merged Team Backlogs
Sorted by Company Priority
  In Progress - 1 Team
         waiting
         waiting
  In Progress - 3 Teams
  In Progress - 1 Team
         waiting
         waiting
  In Progress - 1 Team
         waiting
  In Progress - 1 Team
  In Progress - 1 Team
         waiting
         waiting
         waiting
  In Progress - 1 Team
```

1 PO for the whole Product

Has the authority to prioritize the 1 backlog.

```
Merged Team Backlogs
Sorted by Company Priority
  In Progress - 1 Team
         waiting
         waiting
  In Progress - 3 Teams
  In Progress - 1 Team
         waiting
         waiting
  In Progress - 1 Team
         waiting
  In Progress - 1 Team
  In Progress - 1 Team
         waiting
         waiting
         waiting
  In Progress - 1 Team
```

Merged Team Backlogs Sorted by Company Priority In Progress - 1 Team waiting waiting In Progress - 3 Teams In Progress - 1 Team waiting waiting In Progress - 1 Team waiting In Progress - 1 Team In Progress - 1 Team waiting waiting waiting In Progress - 1 Team

Adapt ...

```
Teams working off the top
   of a single backlog
 In Progress - 2 Teams
 In Progress - 1 Team
         waiting
         waiting
         waiting
         waiting
         waiting
         waiting
         waiting
```

Adapt ...

Merged Team Backlogs Sorted by Company Priority
In Progress - 1 Team
waiting
waiting
In Progress - 3 Teams
In Progress - 1 Team
waiting
waiting
In Progress - 1 Team
waiting
In Progress - 1 Team
In Progress - 1 Team
waiting
waiting

waiting

In Progress - 1 Team

```
Teams working off the top
   of a single backlog
 In Progress - 2 Teams
 In Progress - 1 Team
         waiting
         waiting
         waiting
         waiting
         waiting
         waiting
         waiting
```

Teams working off the top of a single backlog In Progress - 3 Teams In Progress - 3 Teams In Progress - 1 Team In Progress - 1 Team In Progress - 1 Team waiting waiting waiting waiting waiting waiting waiting waiting waiting waiting

Typical challenges

- Creating the 1 backlog
- Too much work for 1 PO
- Too difficult the get an overview due to size of the backlog
- Too large software system for having true feature teams that can work on all parts

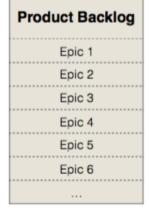
Typical challenges

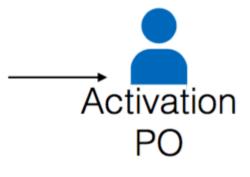
- Creating the 1 backlog
- Too much work for 1 PO
- Too difficult the get an overview due to size of the backlog
- Too large software system for having true feature teams that can work on all parts

Avoid the easy way (many POs + many backlogs), learn to solve these challenges, because ROI optimisation on whole system is worth it!

LeSS huge



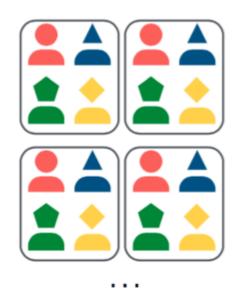






Retention PO

Activation Backl.
Epic 1, Item 1
Epic 1, Item 2
Epic 3, Item 1
Epic 3, Item 2
Epic 3, Item 3
Epic 1, Item 3
Epic 1, Item 4
Epic 1, Item 5
Epic 1, Item 6



4-8 feature teams

Retention Backl.
Epic 2, Item 1
Epic 2, Item 2
Epic 4, Item 1
Epic 4, Item 2
Epic 4, Item 3
Epic 2, Item 3
Epic 2, Item 4
Epic 2, Item 5
Epic 2, Item 6

LeSS is ...

- light weight
- is easy to understand and
- difficult to master.