Kanban Case Study

The following scenario describes the current context of a software product organisation. You will be creating a Kanban Board to help the team visualise their work.

*WorldWideWonders Inc* develops a global, online virtual-world product that provides a realistic graphical 3D environment to explore various wonders of the world. The software uses a rendering engine to display modelled representations of existing landmarks.

## Requests

Requests for new wonders come from many different international offices who each want to increase revenue in their market. The following requests have been made:

* An Egyptian Pyramid
* A Greek Temple
* A Roman Amphitheatre
* An Eastern Palace

## Modelling

3D modelling is an extremely specialist activity with scarce availability. The following wonders are currently being modelled:

* An American Suspension Bridge

## Development

The development team is reasonably large, with a broad mix of skills and abilities. The following wonders are currently being implemented and integrated in the product:

* An American Sky Scraper
* An Indian Temple
* A South American Lost City

## Release

The current release process involves careful roll-out onto multiple live and redundant servers, with upgrades to both code and data. This must be performed with no noticeable downtime or other impact on currently online users. The following wonders are scheduled to be in the next release:

* An American Suspension Bridge
* An American Sky Scraper
* An American Canyon

## Support

As the product is already in production, support and maintenance requests must also be scheduled alongside new development work. The following requests are being worked on:

* The Western Zoo elephant cage is empty
* The rendering engine fails with a new 3D GFX card