

AGILE ESTIMATING & PLANNING

Presentation Summary



Overview

- Key question to answer: “When will it be done?”
- Business needs flexibility and predictability
- When process is done right, dates predictable to +/- 10%

Step 1: Write User Stories

- Compact “requirements”
- Creates shared vision
- Three parts: role, capability, why it’s valuable
- Acceptance criteria: checklist of desired behavior
- Product backlog: prioritized list of user stories

Step 2: Estimate Story Points

- Humans are terrible at estimating absolute size
- Story points: an abstract measurement of relative size
- Cohn scale: modified Fibonacci sequence
- Planning poker is used to leverage team’s experience
- Involves everyone, encourages discussion, makes it democratic

Step 3: Track Velocity

- Velocity = total story points per sprint for “done” stories
- Three options to estimate velocity before team starts:
 - 1) Run some sprints, 2) Compare to a prior project (dangerous), 3) Break down some stories
- Breaking down stories: tasks and hour estimates

Step 4: Create Schedule Forecast

- Timeframe = (story points / velocity) x sprint length
- Cone of uncertainty anticipates early unknowns
- Multipliers create an estimate range by scaling velocity
- 0 to 1 sprint: **0.6 to 1.6**; 2 sprints: **0.8 to 1.25**; 3 sprints: **0.85 to 1.15**; 4 or more sprints: **0.9 to 1.1**

Further Reading

Chapter 3: The Product Backlog

Chapter 4: User Stories

Chapter 19: Creating the Initial Product Backlog

Chapter 20: Estimating the Size of the Product Backlog

Chapter 21 Creating an Initial Schedule Projection