

Agenda

- Lecture
 - Story Estimation

User Stories

- Basic unit of work in agile planning

Story Points

- The “bigness” of a task
- Influenced by
 - How hard it is
 - How much of it there is
- Relative Values are what is important
 - A login screen is a 2
 - A search feature is an 8
- Points are unit-less

Deriving Duration

- Number of story points per iteration
- Number of hours per point
- Number of ideal days per point

- Release planning is performed using stories and points
- Iteration/sprint planning breaks stories into tasks and hours

- Requires practice
- Requires calibration
 - For each team, for each software project

Estimate Size; Derive Duration

- Units of work = user stories
- Size = story points
- Duration = sprints/iterations or hours or ideal days

Example: Dog Points

- Assign “dog points” to the following breeds
 - Labrador retriever
 - Dachshund
 - Great Dane
 - Terrier
 - German Shepherd
 - Poodle
 - St. Bernard
 - Bulldog

Planning Poker

Planning Poker

- An iterative approach to estimating
- Steps:
 - Each estimator is given a deck of cards, each card has a valid estimate written on it
 - Customer/Product owner reads a story and it's discussed briefly
 - Each estimator selects a card that is his or her estimate
 - Cards are turned over so all can see them
 - Discuss differences (especially outliers)
 - Re-estimate until estimates converge

Exercise

- Create your own deck of planning poker cards.
- Take 8 index cards and write one of the following numbers on each:
 - 0
 - 1
 - 2
 - 3
 - 5
 - 8
 - 13
 - 20

An Example

- The team has the following cards: 0, 1, 2, 3, 5, 8, 13, 20

Estimator	Round 1	Round 2
Susan	3	5
Vadim	8	5
Ann	2	5
Chris	5	8

Results

Why planning poker works

- Those who will do the work, estimate the work
- Estimators are required to justify estimates
- Combining of individual estimates through group discussion leads to better estimates
- Emphasizes relative rather than absolute estimating
- Estimates are constrained to a set of values so we do not waste time in meaningless arguments
- Everyone's opinion is heard
- It is quick and fun