

# •• Agile Estimating & Planning

Too many teams regard planning as something to be avoided and too many organizations view plans as something to hold against their development teams, yet planning is a key part of all projects, even agile ones. Despite the questionable usefulness of past plans, it is possible to create a project plan that looks forward six to nine months and is accurate and useful. This one-day class will provide insight into the common reasons why traditional planning approaches fail and participants will learn practices that really do work.

This class breaks the cycle of planning failure and teaches participants new skills to use in creating reliable plans for improved decision-making. Participants leave with a solid understanding of, and experience in, agile release and iteration planning. Multiple approaches to estimating, including unit-less points and ideal time are demonstrated and participants will be taught four techniques for deriving estimates, including the popular Planning Poker® technique. These proven planning techniques dramatically increase any project's chances of on-time completion.

**PMPs: This course counts for 8 Professional Development Units.**

## You will learn –

- The importance of estimating size and deriving duration
- The differences between story points and ideal time
- The advantages of an abstract measure of size
- Techniques of estimating and how and when to re-estimate
- How and when to perform release and iteration planning
- Tips for communicating about estimates and plans
- Real world tips and tricks from the instructor's fifteen-plus years of planning agile projects in a wide variety of environments

## •• About the Instructor

Mike Cohn is the author of *User Stories Applied for Agile Software Development* and *Agile Estimating and Planning*. With more than 25 years of experience, Mike has been a technology executive in companies from startup to Fortune 40. A frequent magazine contributor and conference speaker, Mike is a founding member of both the Agile Alliance and the Scrum Alliance.



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SOFTWARE

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## AGENDA:

- **What is Agile Planning?**
  - The precision trap
  - Reliable decision making
- **Sprint planning**
  - Working in priority order
  - Velocity-driven planning
  - Commitment-driven planning
  - The purpose of sprint planning
  - Improving over time
- **Units for the Product Backlog**
  - Ideal days
  - Story points
  - Each approach has its merits
  - Comparing the two approaches
- **Techniques for Estimating**
  - Estimating by analogy
  - Disaggregation
  - Planning Poker®
  - Anchoring
  - When to re-estimate
- **Release Planning**
  - Estimating velocity
  - Fixed-date projects
  - Fixed-scope projects
  - Using a range
- **Planning With Large Teams**
  - A common estimating unit
  - Sprint planning
  - Managing dependencies