Agile Estimating

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19 June 2009

Agenda

- Product backlog estimation units
  - Story points
  - Ideal time
- Estimating with Planning Poker®

Story Points

Product Backlog
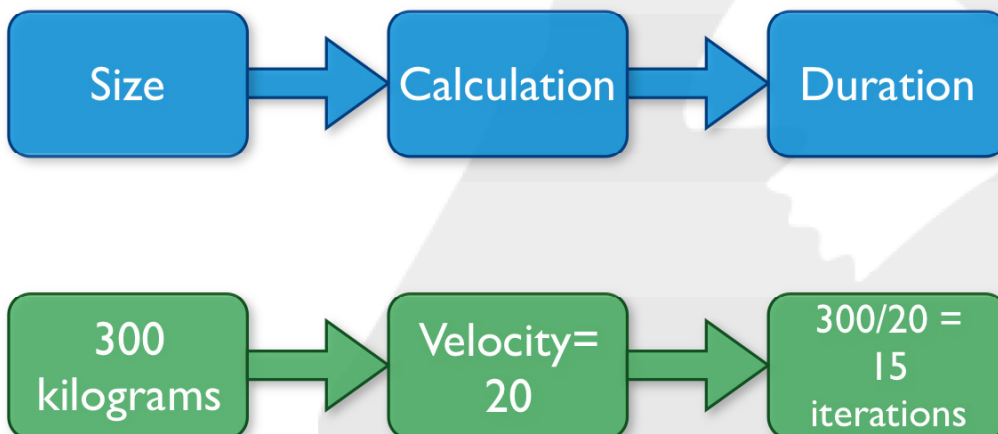
As a frequent flyer, I want to...	3
As a frequent flyer, I want to...	5
As a frequent flyer, I want to...	5
As a frequent flyer, I want to...	2
As a frequent flyer, I want to...	2

Iteration Backlog

Code the UI	8
Write test fixture	6
Code middle tier	12
Write tests	5
Automate tests	4

We're talking about these right now
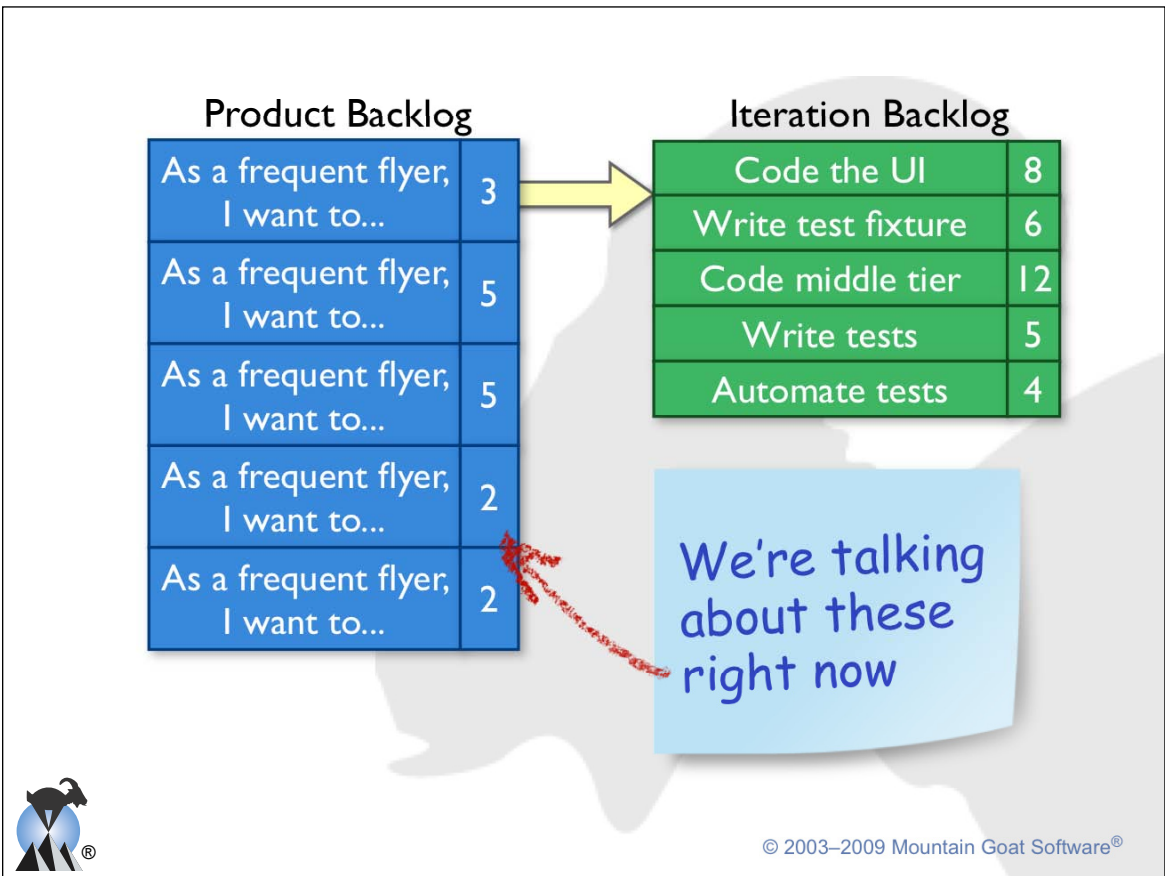
How long will it take...

- Suppose I asked you how long it would take to read the last Harry Potter book?
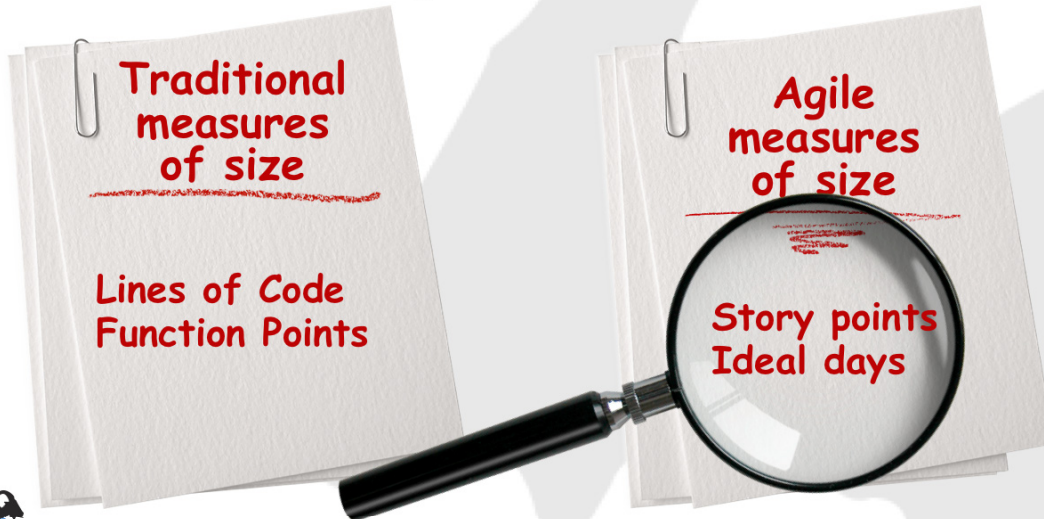
Estimate size; derive duration

| Size | → | Calculation | → | Duration |

| 300 kilograms | → | Velocity= 20 | → | 300/20 = 15 iterations |

Measures of size

- Traditional and agile measure size differently

Traditional measures of size

Lines of Code
Function Points

Agile measures of size

Story points
Ideal days

Story points

- The "bigness" of a task
- Influenced by
  - How hard it is
  - How much there is
- Relative values are what is important.
  - A login screen is a 2.
  - A search feature is an 8.
- Points are unit-less
- Basic math properties should hold, e.g., 5+5 = 10
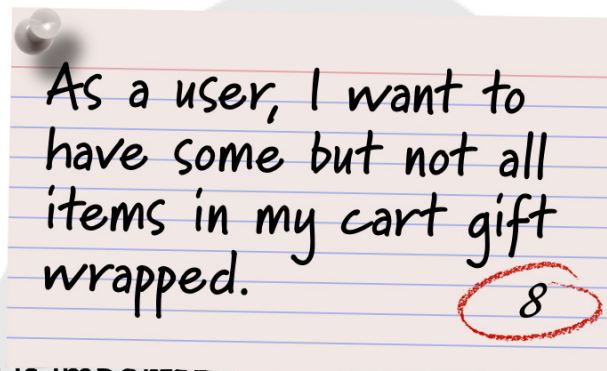
As a user, I want to have some but not all items in my cart gift wrapped.   8

Zoo points

Assign "zoo points" to the following animals

Lion
Kangaroo
Rhinocerus
Bear
Giraffe
Gorilla
Hippopotamus
Tiger

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Ideal Time

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Ideal time

- How long something would take if
  - it's all you worked on
  - you had no interruptions
  - and everything you need is available
- The ideal time of an international basketball game is 40 minutes
  - Four 10-minute quarters
- The elapsed time is much longer (2+ hours)

Ideal time vs. elapsed time

- It's easier to estimate in ideal time
- It's too hard to estimate directly in elapsed time
  - Need to consider all the factors that affect elapsed time at the same time you're estimating
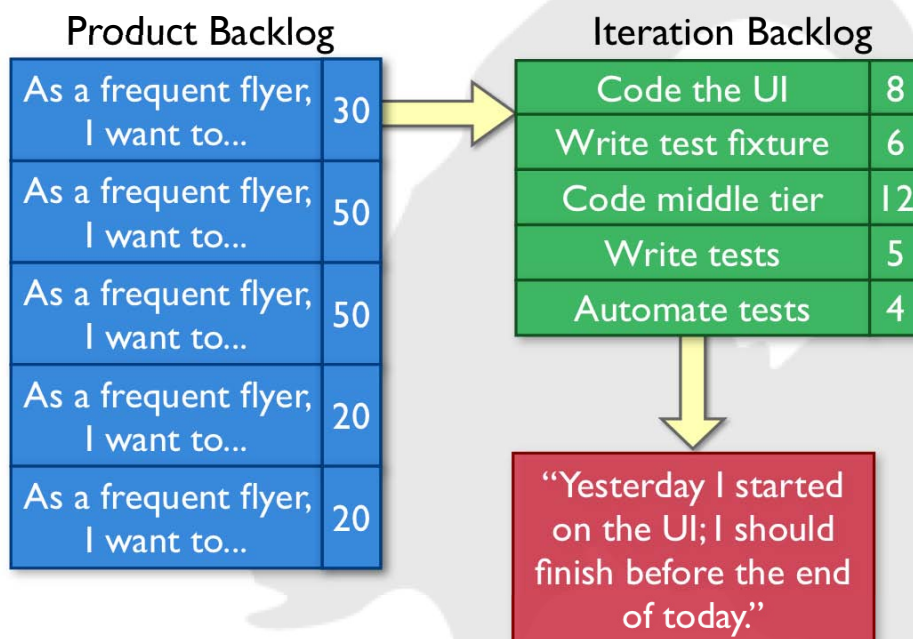
Two big advantages to story points

1 Story points are additive; time-based estimates may not be

2 Story points help avoid problems with unit confusion

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Confusing units

Product Backlog		Iteration Backlog	
As a frequent flyer, I want to...	30	Code the UI	8
As a frequent flyer, I want to...	50	Write test fixture	6
As a frequent flyer, I want to...	50	Code middle tier	12
As a frequent flyer, I want to...	20	Write tests	5
As a frequent flyer, I want to...	20	Automate tests	4

"Yesterday I started on the UI; I should finish before the end of today."

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Planning Poker® for Estimating

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's his or her estimate
  - Cards are turned over so all can see them
  - Discuss differences (especially outliers)
  - Re-estimate until estimates converge

Planning poker - an example

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

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www.planningpoker.com

Free, or I wouldn't mention it

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Upcoming classes in Oslo
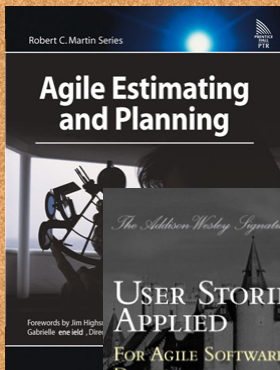
Date	What
22–23 June	Certified Scrum Product Owner
24–25 June	Certified ScrumMaster
12–14 October	Certified ScrumMaster (three-day)
15–16 October	Certified Scrum Product Owner
18–20 January	Certified ScrumMaster (three-day)
21–22 January	Certified Scrum Product Owner

Information and registration at www.programutvikling.no

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