



Agile Estimating

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6 June 2014

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Agenda

- What is agile planning?
- Story points
- Ideal time
- Estimating with Planning Poker

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Product Backlog

- As a user... 3
- As a user... 5
- As a user... 5
- As a user... 2
- As a user... 2

Iteration Backlog

- Code the UI 12
- Write tests 8
- Code middle tier 4
- Update docs 6
- A 5

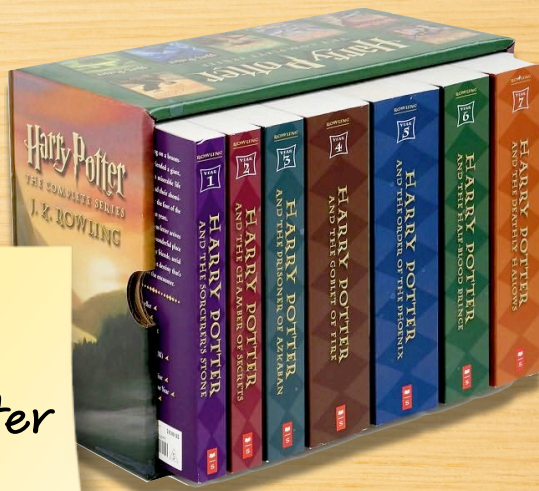
We're talking about these right now



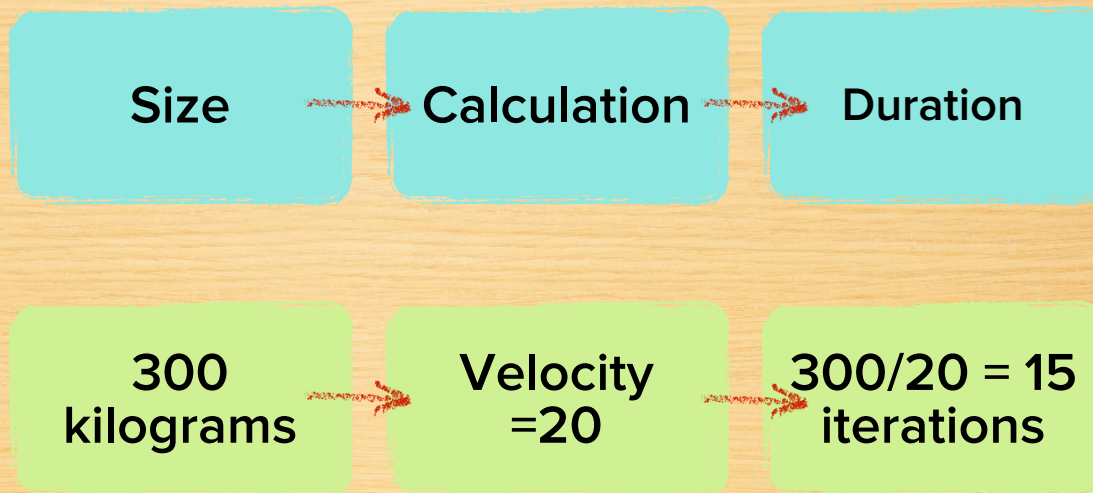
How long will it take...

...to drive to Paris?

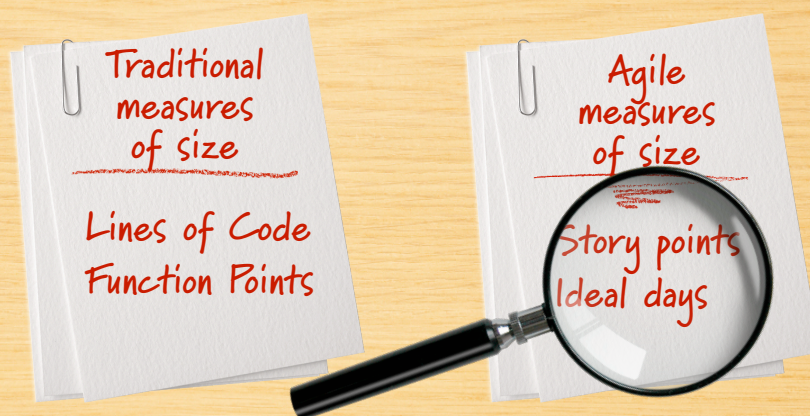
...to read the last Harry Potter book?



Estimate size; derive duration



Measures of size



Story points

- How long a user story will take (effort)
- Influenced by complexity, uncertainty, risk, volume of work, etc.
- Relative values are what is important:
 - A login screen is a 2.
 - A search feature is an 8.
- Basic math properties should hold
 - $5+5 = 10$



Estimating in zoo points



Lion
Kangaroo
Rhinoceros
Bear
Giraffe
Gorilla
Hippopotamus
Tiger



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Ideal Time

How long something will take if:

- it's all you work on
- no one interrupts you
- and everything you need is available



Elapsed time vs. ideal time

Ideally

- Monday has 8 hours
- Each week has 40 hours

But instead

Each day has something like:

- 2 hours of meetings
- 2 hours of email
- 4 hours left for the project

"How long will this take?"

- *Are you answering what is being asked?*



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



Confusing units

Product Backlog

As a user...	30
As a user...	50
As a user...	50
As a user...	20
As a user...	20

Iteration Backlog

Code the UI	12
Write tests	8
Code middle tier	4
Update docs	6
Automate tests	5



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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 at the same time
 - Discuss differences (especially outliers)
 - Re-estimate until estimates converge



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Planning Poker®—an example



Estimator	Round 1	Round 2
Ana	5	8
Trond	5	8
Maria	8	8
Johannes	20	13



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Estimate these

Product Backlog Items	Estimate
Read (and understand) a high-level, 10-page overview of agile software development in a celebrity news magazine.	
Read (and understand) a densely written 5-page research paper about agile software development in an academic journal.	
Your uncle owns a clock store and wants to sell clocks over the internet. Write a basic product backlog for him covering what he'll need his website to do.	
Recruit, interview, and hire a new member for your team.	
Create a 60-minute presentation about agile software development for your coworkers.	
Wash and wax your boss' Porsche.	
Read (and understand) a 150-page book on agile software development.	
Write a 5-page summary of this conference for your boss.	



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www.PlanningPoker.com

The screenshot shows a web browser window with the URL <http://this.planningpoker.com/games/26>. The page title is "Payroll system replacement (Planning Poker)".

The main content area contains several user stories with associated estimates:

- Write a list of definitions. Estimate: 3
- As a/an unauthenticated user I would like to log in so that I can start using the application. Estimate: 3
- As a/an authenticated user I would like to change my password. Estimate: 2
- As a/an admin I would like to add new users so that they can log in. Estimate: 2

Below the stories, there are cards representing the estimates for each participant:

- Thijs V.: 3
- Manfred S.: 3
- Mike C.: 5
- Giel N.: 13
- Angie: 20

There are also cards for Manfred S. (5), Thijs V., Giel N., and Mike C. with a red 'X' over them, indicating they are not participating in this round.

On the right side, there is a sidebar with options like "All games", "Estimator access (Lock)", "Countdown timer", and "Done playing?".

Free, or I wouldn't mention it



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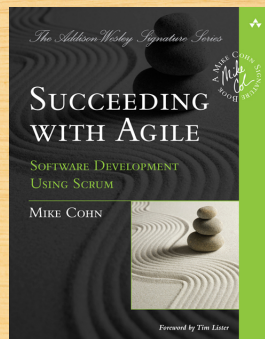
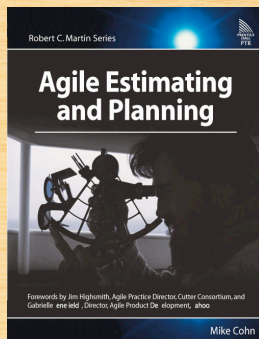
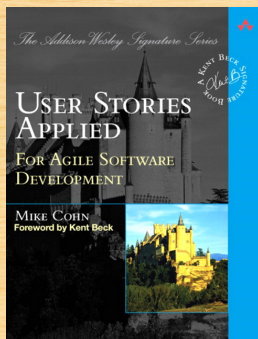
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