Agile Estimating

Mike Cohn
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Agenda

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

Slide 3

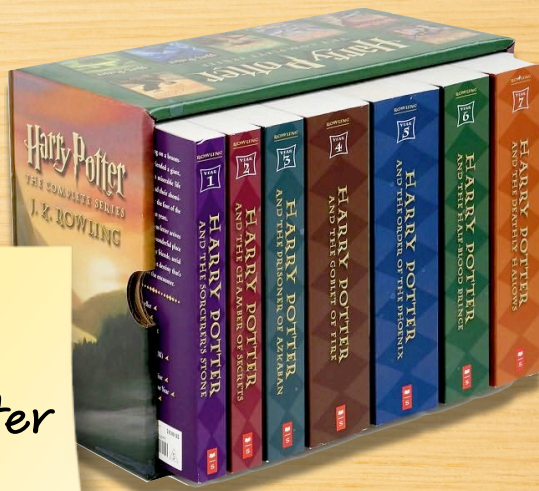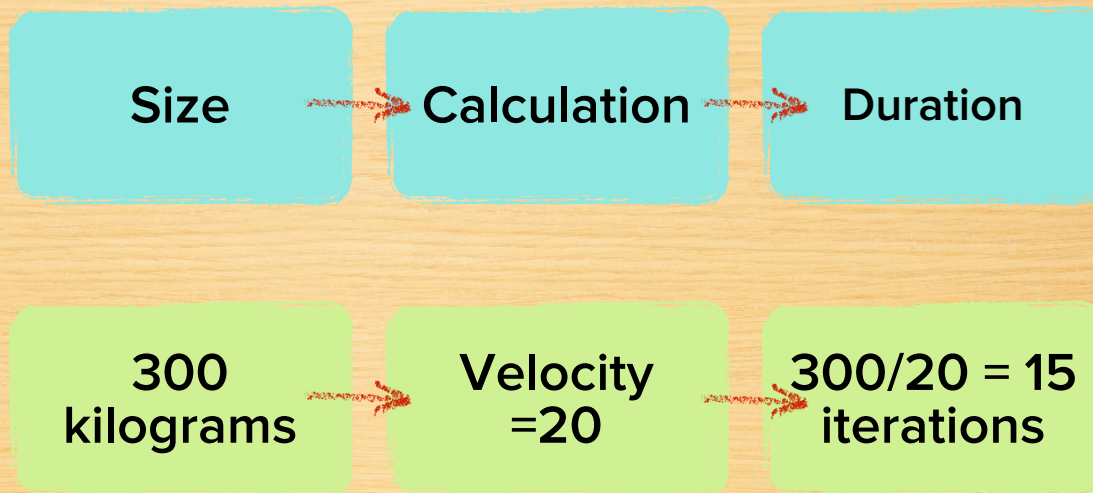| Product Backlog		Iteration Backlog	
As a user...	3	Code the UI	12
As a user...	5	Write tests	8
As a user...	5	Code middle tier	4
As a user...	2	Update docs	6
As a user...	2	A	5

We're talking about these right now

Slide 4

How long will it take...

...to drive to Paris?

...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 measures of size

Lines of Code
Function Points

Agile measures of size

Story points
Ideal days
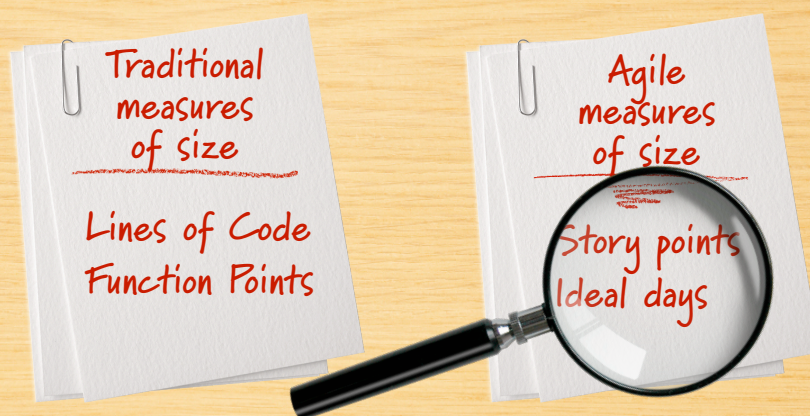
Story points

- 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

Agenda

- ☑ What is agile planning?
- ☑ Story points
- ☐ (Ideal time)
- ☐ Estimating with Planning Poker

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

Agenda

- ☑ What is agile planning?
- ☑ Story points
- ☑ Ideal time
- ☐ Estimating with 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's his or her estimate
  - Cards are turned at the same time
  - Discuss differences (especially outliers)
  - Re-estimate until estimates converge

Planning Poker®–an example

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

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.	

www.PlanningPoker.com

Free, or I wouldn't mention it
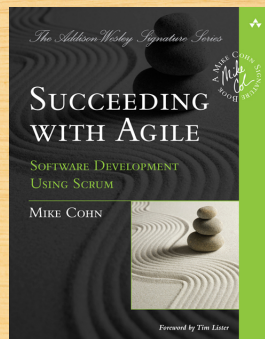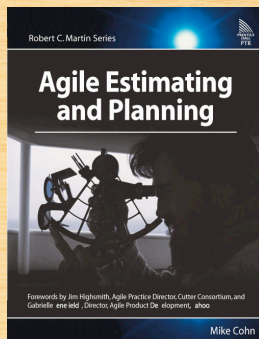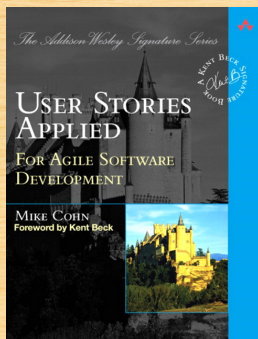
FrontRowAgile.com

Online video training

Mike Cohn

mike@mountaingoatsoftware.com

www.mountaingoatsoftware.com

twitter: mikewcohn

(888) 61-AGILE

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