

RELATIVE ESTIMATION USING AGILE STORY POINTS

THIS IS HOW
WE DO IT



BY

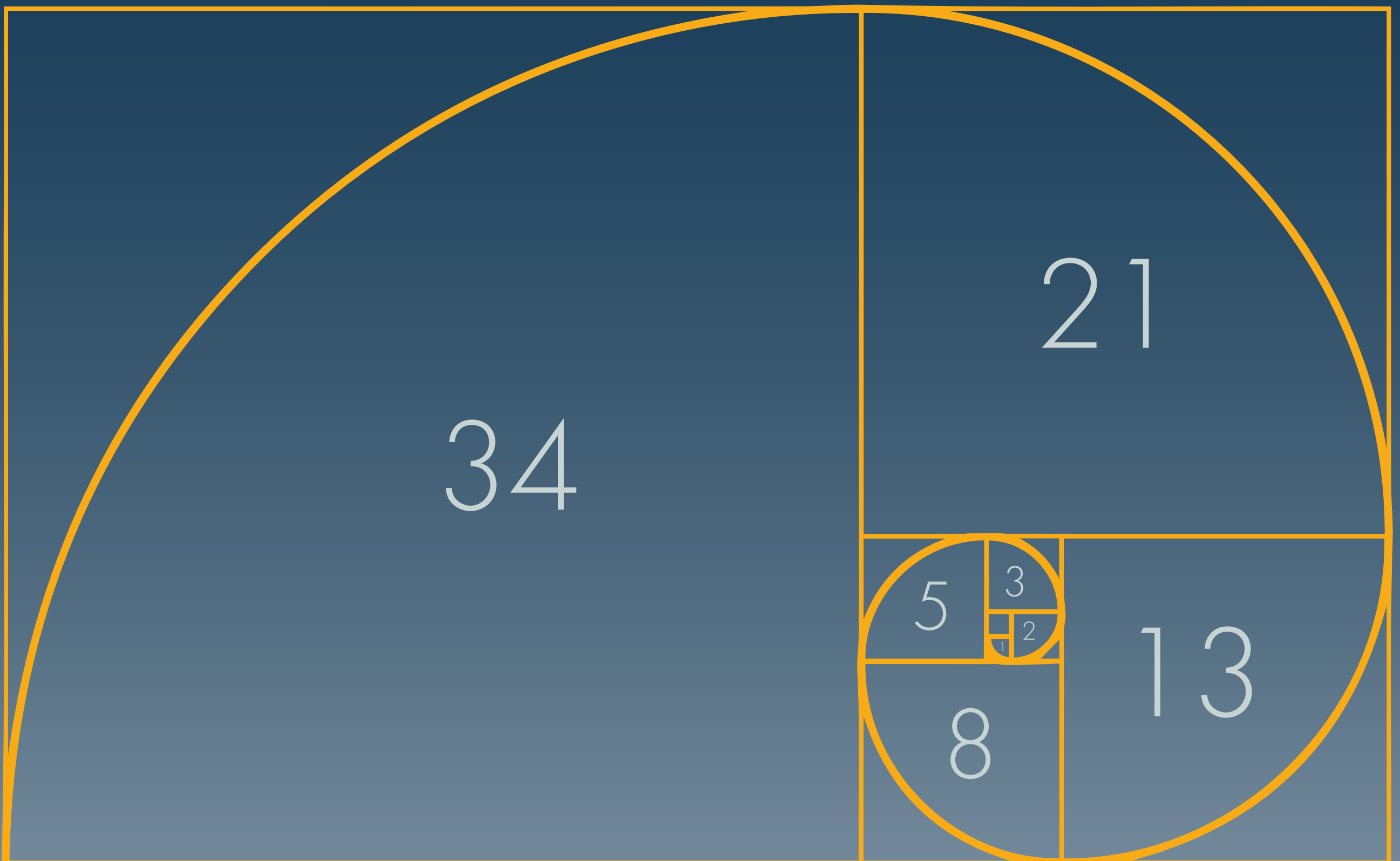
Agile
vengers

A measure of effort

IT'S REALLY HARD TO GIVE ACCURATE TIME ESTIMATES TO COMPLEX TASKS. YOU WANT TO FACTOR IN DIFFICULTY, COMPLEXITY, DEPENDANCIES... TO COVER EVERYTHING. WE RECOMMEND USING STORY POINTS TO MEASURE EFFORT.



Fibonacci sequence




THE MOST COMMON SYSTEM FOR USING STORY POINTS IS THROUGH THE USE OF A FIBONACCI SEQUENCE. THIS FORCES YOU TO GIVE A RELATIVE ESTIMATE RATHER THAN AGONISING OVER A SPECIFIC ESTIMATE.




In Practice



DEFINE YOUR USER STORIES
AND RANK THEM FROM LEAST
EFFORT TO MOST EFFORT.



ASSIGN 1 STORY POINT
TO THE SMALLEST TASK. THEN MOVE
TO THE NEXT AND ASK IF IT'S THE
SAME EFFORT AS THE PREVIOUS TASK
OR DOES IT REQUIRE A GREATER
NUMBER OF STORY POINTS.



IF GREATER EFFORT,
WE GIVE IT A 2 AND
CONTINUE UNTIL ALL
THE TASKS HAVE STORY
POINTS.



Keep in mind

IF YOU REACH
A TASK WITH
21 STORY POINTS
OR MORE, BREAK
IT DOWN INTO
MORE MANAGEABLE
CHUNKS.



THE PEOPLE DOING
THE WORK SHOULD
BE THE ONES THAT
DO THE TASK
SIZING.



Velocity

ONCE YOU'VE GOT THE HANG OF STORY POINTS, THEY CAN BE USEFUL FOR PLANNING FUTURE CAPACITY. YOU CAN USE YOUR AVERAGE 'DONE' STORY POINTS OVER A SPRINT TO MAKE A ROUGH ESTIMATE AT WHAT YOU CAN COMMIT TO FOR THE NEXT SPRINT.



THIS IS
KNOWN AS
'VELOCITY'



TO FIND OUT MORE,
INCLUDING A LITTLE GAME
THAT YOU CAN USE TO SHOW
YOUR TEAM HOW USEFUL
STORY POINTS CAN BE, VISIT
AGILEAVENGERSHUB.COM

