



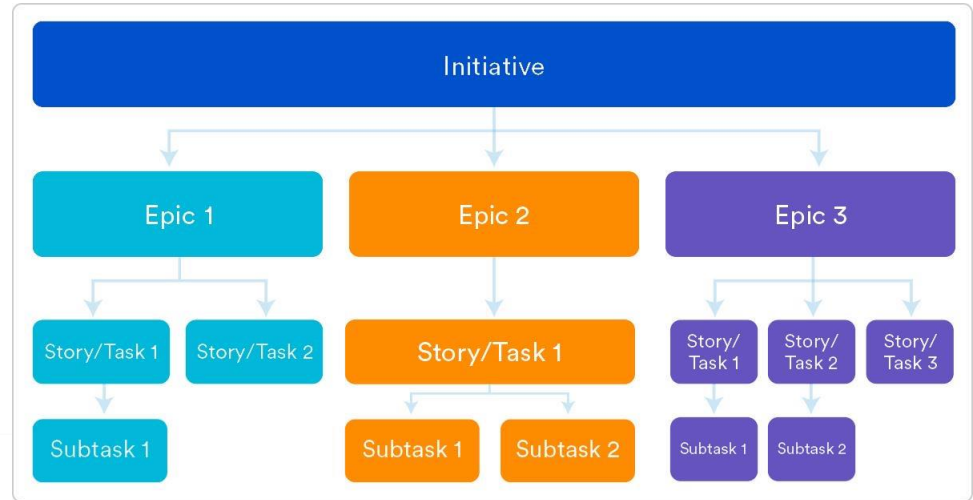
# The Wild World of Estimating

# Agenda

- Context for Estimation
- User Story Points
- Demo

# User Story

- Initiatives - Huge/Strategic
- Epics - Large
- User Stories - Smaller / From the perspective of the end-user



# User Stories



- **Simple**

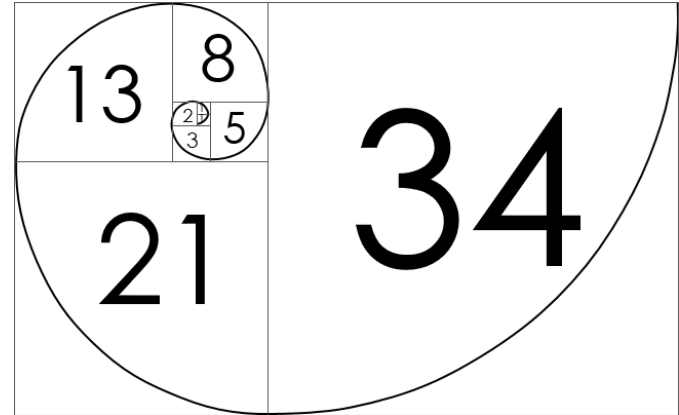
- As a [type of user], I want [an action] so that [a benefit/a value].

- **In-depth**

- Nonfunctional requirements, user business value, benefit hypothesis, acceptance criteria, etc.

# User Story Points

- Estimate work/difficulty/complexity involved in completing a user story
- Estimates are Analogous - Compare based on similarly completed work
- Estimates are **not** person-hours or calendar dates
- Estimates are unitless and relative
- Fibonacci-like sequence typically used
  - 1, 2, 3, 5, 8, 13, 20, 40
- User Story Point numbers are not comparable across teams with different team members



# Purpose of User Story Points



- Provide clarity / shared understanding of User Stories (aka cards)
- Input into sprint planning
  - Forecast capacity for planned work
  - Velocity = Average # of User Story points completed per given unit of time
- Constrain WIP (Work In Progress) and enable Continuous Improvement
  - Enabling lane limits exposes bottlenecks

# Getting started / First Estimates



- Rule of thumb for getting started
  - 1,2, 3 — Easy tasks
  - 3,5 — Medium
  - 8 — Harder / longer tasks
  - 13,20+ — Too large in most cases to be useful. Breakdown card into smaller tasks

# Who should estimate? The whole team

- Wisdom of Crowd
- Proficiency of person doing the work should not be considered in the estimate



# Kanban Poker (Demo Time!)



- Avoids groupthink
- Uncovers cards needing clarifying
- Too large of a spread in team estimates should automatically initiate a conversation
- Remote - Free online version - <https://firepoker.io/>

# Q&A



- Thanks!
- Feel free to reach out by email
  - [kaz0358@ksu.edu](mailto:kaz0358@ksu.edu)