AGILE PLANNING & ESTIMATING
First things first

INTRODUCTIONS
A Quick Introduction

• Co-Author of “Becoming Agile”
• Executive Vice President at Santeon
• Over 10 years of dev and delivery experience
• Co-founder of International Consortium for Agile
• Masters in Requirements Engineering
• Ph.D in Agile Adoption from Virginia Tech
• Agile Educator, Coach and Consultant
• Frequent Presenter at Conferences
• Program Chair of Agile 2009
3 Step Learning Progression

Level 1: following (shu)
Learn “a technique that works”
(Success = following the technique)

Level 2: breaking away (ha)
Learn limits of the technique
Learn to shift between techniques

Level 3: fluent (ri)
Shift techniques at any moment
Possibly unable to describe the shifts

Credits to Alistair Cockburn
Estimating in Story Points

• The “bigness” of a task
• Influenced by
  – How hard it is
  – How much of it there is
• Relative values are what is important
  – A login screen is a 2
  – A search feature is an 8
• Points are unit-less
Fruit Points

- Watermelon
- Strawberry
- Banana
- Pineapple
- Coconut
- Peach

- Orange
- Mango
- Dates
- Kiwi
- Apple
Using the right units

• Can you distinguish a 1-story point from a 2
• Can you distinguish a 17 from an 18
• Use units that make sense, such as
  – 1,2,3,5,8
  – 1,2,4,8
• Include 0 and ½ if you want
• Stay mostly within in a 1-10 range
Planning Poker

- An iterative approach to estimating
- Steps
  - Each estimator has a deck of estimation cards
  - Product Owner reads a story and it’s discussed briefly
  - Each estimator selects a card for their estimate
  - Cards are turned over at the same time
  - Discuss Differences (especially outliers)
  - Re-Estimate until estimates converge
# Planning Poker - Example

<table>
<thead>
<tr>
<th>Estimator</th>
<th>Round 1</th>
<th>Round 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adam</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>Mary</td>
<td>8</td>
<td>5</td>
</tr>
<tr>
<td>Ahmed</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Sarah</td>
<td>5</td>
<td>8</td>
</tr>
</tbody>
</table>
Moving into an apartment

• King-size Bed
• 2 Couches
• Desk
• Microwave
• 5 Boxes of Books

• Dresser
• 42” LCD TV
• Dining Table (8 Chairs)
• Coffee Table
• 2 Night Stands

? , 1, 2, 3, 5, 8, 13, 20, 50, 100
Planning Poker

• Emphasizes relative estimating
• Focuses most estimates within an approximate one order of magnitude
• Everyone’s opinion is heard
• Estimators are required to justify estimates
• It’s quick
• It’s Fun 😊
A Brief Intro ....

ITERATION PLANNING
Iteration Planning

Iteration 1 – Planning Meeting

- **Story A**
  - Tests
  - Code UI
  - Event Handler
  - Tests

- **Story B**
  - Tests
  - Code UI
  - Event Handler
  - Create Class
  - Performance Tests

- **Story C**
  - Tests
  - Event Handler
  - Create Class
  - Error Handler
  - Tests

Add Tests

Breakdown Tasks

Iteration or Sprint Backlog

Tuesday, April 5, 2011
Story to Tasks

Allow a new customer to enter personal information
Estimate: 5 Pts

Acceptance Criteria
- Address validated against reference
- Phone number contains no alpha characters, min. 10 digits
- Name and email address required

Tasks
- Design user interface
- Develop CSS/HTML
- Create database fields
- Develop validation criteria
- Write test cases
- Code test fixtures
- Unit testing
- Acceptance testing
- Usability testing
- Write online help text
Iteration Planning

Tuesday, April 5, 2011
Road-mapping

- Average Velocity for Team
- Total Number of Story points for Project
- Buffer Accordingly (Risks, Decreased Velocity … etc.)
- Total Story Points as Ranges (depending on risks)
- Identify the number of iterations needed to finish the project
- Firm Deadline - Need to increase team capacity?
- Stabilization Iteration?
Agile Planning

• Is focused more on planning than the actual plan
• Is multi-leveled (Release and Iteration)
• Encourages change
• Results in plans that are easily changed
• The whole team is involved in planning
• Is spread throughout the project
Adopt a different Mindset

Plan-Driven / Traditional
- Things should be stable
- The plan is a predication
- Aim, aim, aim, fire
- Stay the course
- Deliver Planned result
- Be a task master
- Do it right the 1st time

Value-Driven / Agile
- Expect continuous change
- The plan is a guess
- Point, fire, redirect bullet
- Be adaptive and agile
- Deliver desired result
- Be a relationship manager
- Do it right the last time
Multi-Level Planning

Release Planning

Iteration Plan

Daily Plan Daily Plan Daily Plan

... ... ...

Iteration Plan

Daily Plan Daily Plan Daily Plan

... ... ...

Iteration Plan

Daily Plan Daily Plan Daily Plan

...
Daily Stand Up Meeting

• 3 Questions
• Setup JIT meetings
• Address risks – share information
• Update and review burndown chart
• Post items to blocking list / technical debt
Learn more about Agile

Upcoming Trainings...
Fundamentals of Agile Certification : April 12 -14
Agile and CMMI : April 26 – 28
Facilitation Skills for Agile : May 3 - 5
Fundamentals of Agile Certification : May 10 -12

Agile Coaching and Consulting
Agile Readiness Assessments
Simple Version : www.doctoragile.com
Expanded Version : contact us : asidky@santeon.com
A Personal Favor ... :

I hope you enjoyed the class, ... I would appreciate if you left me a recommendation on LinkedIn

Ahmed Sidky
asidky@santeon.com