

STORY POINTS & PLANNING POKER

STORY POINTS

- A unit of measure that expresses the relative complexity between pieces of work.



STORY POINTS

- Fibonacci sequence. Gaps get larger along the series.
- Encourages breaking down the work into smaller chunks (ideally completable within a sprint)



WHY NOT ACTUAL ESTIMATES?

- You can't know everything about the solution to a business problem upfront.
- Actual estimates can complement story points.
- However, most Agile teams are focused on delivering the highest pieces of value from a prioritised backlog.
- If a user story is delivered quickly, we move on to the next most valuable one.

“Do the work, versus Do the Estimate.”



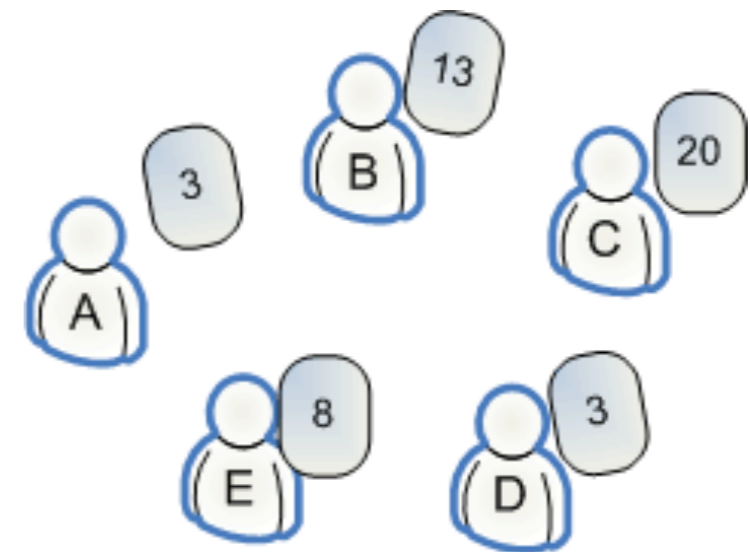
WHAT ABOUT PREDICTABILITY?

- Teams get a gauge of their own velocity after a few sprints.
- Velocity = number of story points completed per sprint.
- Sprint and Project burn-ups



PLANNING POKER

- A group estimation technique.
- Quickly identifies gaps in understanding.
- Facilitates healthy discussion.
- Avoids influencing each other's estimates.



POKER PROCESS

1. Each team member has a deck of poker cards (or pre-written post-its)
2. PO grabs the top story to read out.
3. Everyone gets on the same page about what the story is about.
4. Each team member picks the a card with their estimate.
5. Everyone shows their card at the same time.
6. The top and bottom estimators discuss their differences.
7. Re-estimate.

HAVE A GO

- Hold a sizing meeting to size the tasks or user stories you created for your team poster.
- Protip: To get started, find the smallest story and give it a 2 or, find one in the middle and give it a 5.



REFERENCES

- <https://www.mountangoatsoftware.com/blog/the-main-benefit-of-story-points>
- <http://www.agilebuddha.com/agile/agile-estimation-9-reasons-why-you-should-use-story-points/>
- <https://www.crisp.se/bocker-och-produkter/planning-poker>