



# SNS COLLEGE OF TECHNOLOGY

Coimbatore-37.

An Autonomous Institution



**COURSE NAME : 19CST201-Agile Software Engineering**

**II YEAR/ III SEMESTER**

**Topic:Agile Estimation,Planning Game,**

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# Agile Estimation

- Agile estimation is the process for estimating the effort required to complete a prioritized task in the product backlog. This effort is usually measured with respect to the time it will take to complete that task, which, in turn, leads to accurate sprint planning.
- A sprint is a time-boxed interval that defines the time allocated to complete a task.



# Techniques

Agile estimations are essential for:

- Making teams accountable for deliverables
- Inducing discipline across the Agile team
- Predicting the approximate time it will take to finish a project
- Enabling better sprint management
- Improving team productivity



## **Improves Decision-Making:**

- With accurate, agile estimation, the development team will be able to conduct effective backlog grooming sessions, which will further help in precise sprint planning.
- When they make informed decisions and plan well, their user story delivery time will improve.

## **Better Coordination:**

- The user story A is two weeks. On the other hand, the estimation effort for user story B is four weeks. Now, suppose both the user stories depend on each other and are connected.
- In that case, the team needs to prioritize work so that both user stories get completed simultaneously, thus leading to better coordination among teams.

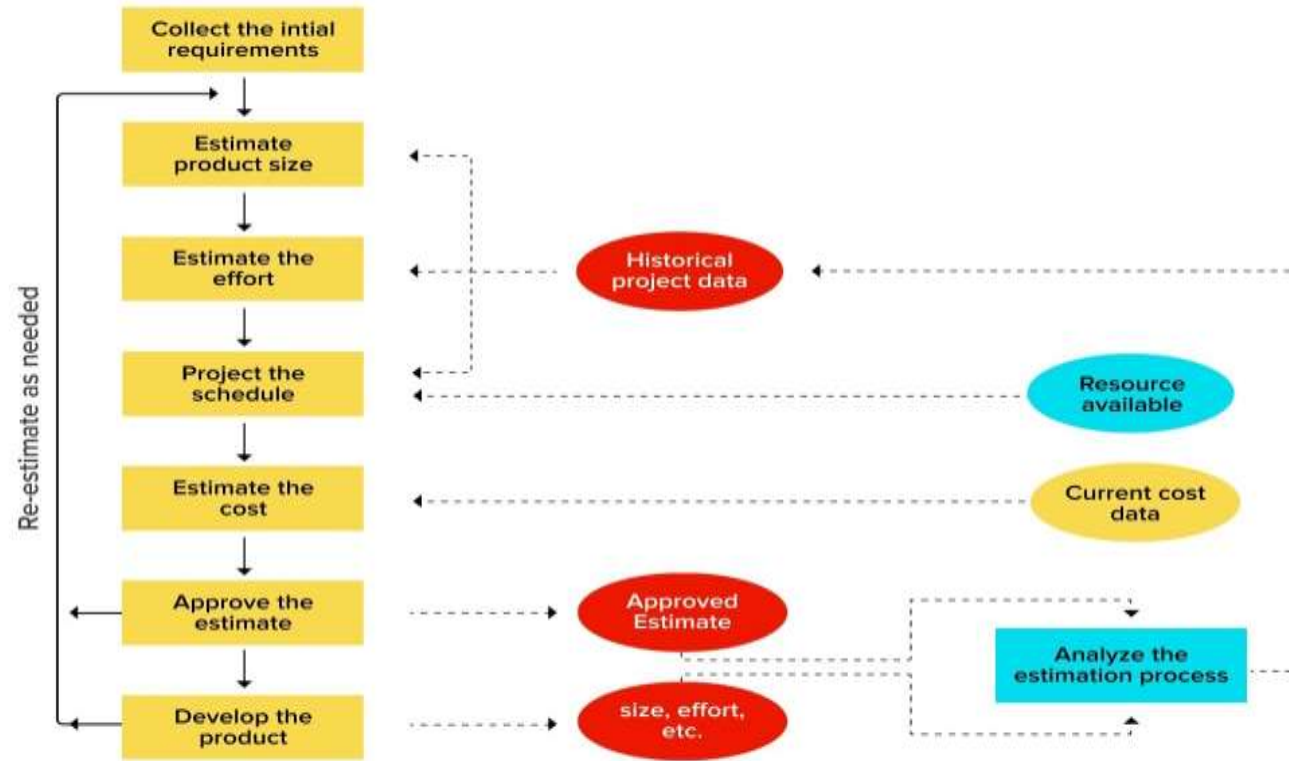


## Better Risk Management

- Software projects often suffer from exceeding budgets and timelines.
- To lessen this risk, Agile project estimation is an ideal solution.
- Agile product estimation helps estimate story points and stick to budgets, estimates, and the project's scope.
- The more accurate the estimates, the better the chances of on-time, quality delivery.



## The Basic Project Estimation Process



Source: Agile Estimating and Planning by Robert C. Martin Series

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# Planning Game

A Planning Game is a planning meeting held in order to decide which items and user stories to work on in the next iteration or release.

## Use of Planning Game:

- The planning game is attended by project, IT, business and maybe other stakeholders. Those present (including the product owner) consider which user stories will deliver the most value to the product or project, taking into account current estimates.

## Benefits:

- Improves communication between development team and stakeholders.
- Improves likelihood of delivering working software or products with each release or iteration.



# References

- Lisa Crispin, Janet Gregory, “Agile Testing; A Practical Guide for Testers and Agile Teams”, Addison Wesley, 3rd Edition, 2015.



