19CST201 – AGILE SOFTWARE ENGINEERING

The Planning Game – An Estimation method for Agile Teams

Planning Poker:

Estimates Made Easy with: Playing Poker
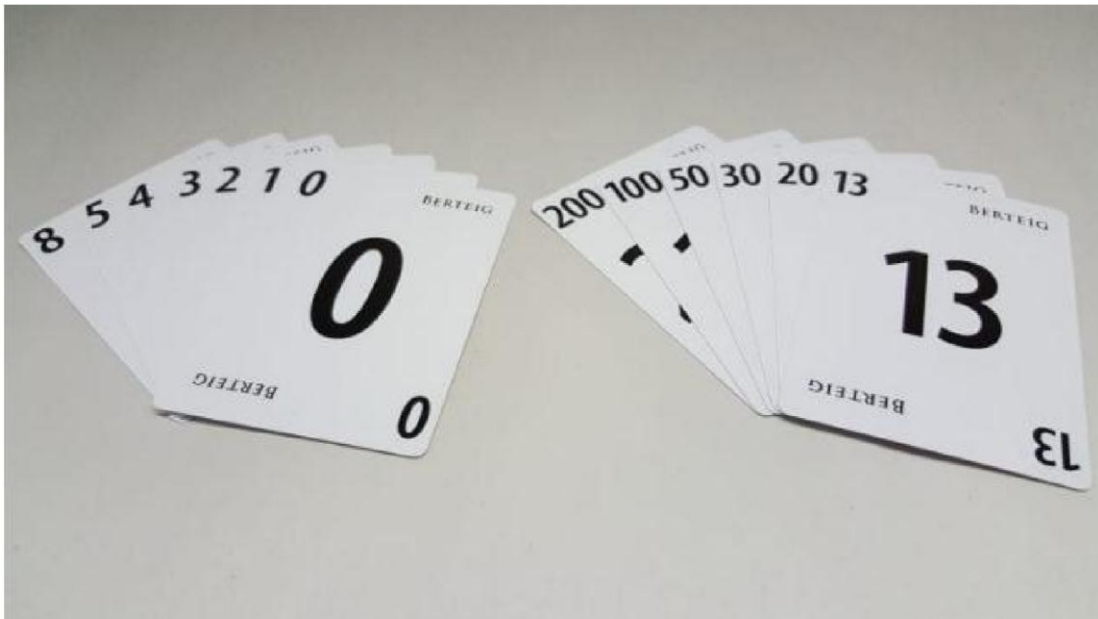
Agile Estimation

Purpose: estimate the effort for User Stories (Product Backlog Items, Value Drivers)

Prerequisites: all items have a value estimate, each item is written on a separate note card, full team membership is known and available for planning, each team member has a set of planning game cards

Process:

1. The team goes through all the items and chooses the one which has the lowest effort. Write the number "2″ on this card (usually in the bottom right corner). This step can involve some discussion, but is usually fairly quick. The "smallest" effort item is often quite obvious. If it's not obvious, take some time, but the team shouldn't worry about getting this exactly right.

2. The team looks at the item with the highest value.

3. Each team member thinks about how much effort the team will expend to fully complete all the work for the item. Comparing this work to the work effort for the smallest item, each team member selects a card that represents this relative effort. For example, if you think that it requires ten times the effort, you would select the "20″ card. It is not permissible to select two cards.

4. Each team member places their selected card, face down, on the table. Once all team members have done this, turn the cards over.

5. If all team members show the same value, then write the value on the item and go back to step three for the next item. (Or if there are no more items, then the process is complete.)

6. The person with the highest and the lowest value cards both briefly explain why they voted the way they did. If there is a Product Owner present, this person can add any clarifications about the item.

NOTE: For any given item, if a person is highest or lowest more than once, then each explanation must include new information or reasoning. It is not permissible to repeat a reason for voting!

7. Once explanations are complete, the team members collect their cards and go back to step three.