Estimating

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Estimation

Very hard
  – lots of complicated models
  – simplest best?
Do, learn, improve
  – for developers
Publish, track
  – for customers
Units: nuts vs hours

Reporting to customers
– “60 hours of work this week” (billing for 40)
– “20 hours of work this week” (billing for 40)

Accuracy
– discrete set of story sizes (say 1, 2, 4, 8, 16)
– relative is easier to manage than absolute

Focus on aggregate, not individual stories
Story Points

Story points represent
– difficulty
– risk
– complexity
– effort

Story points are relative
– a story which is a 2 is 2x a 1 and 0.5x a 4
Velocity

The number of points finished per iteration

Monitor velocity to
– detect problems
– derive schedule (and money)
Predictions

Estimate size, derive duration
– converting points to days (and hence money)
  happens through velocity

Project Duration = (Size of Backlog / Velocity) * Iteration Length

Correcting for errors