

Agile Estimating & Planning

Planning is important for all projects, even agile ones. Unfortunately, we've all seen so many worthless plans that we'd like to throw planning out altogether. But let's not give up yet. It is possible to create a project plan that looks forward six to nine months yet is accurate and useful. This one-day course will give you insight as to some common reasons traditional planning approaches fail and introduce you to some practices that really do work.

Too many teams view planning as something to be avoided and too many organizations view plans as something to hold against their development teams. In this class, you will learn how to break that cycle by acquiring new skills that will help you to create reliable plans for improved decision-making. You will leave with a solid understanding of and experience in agile release planning and iteration planning. We will learn various approaches to estimating, including unit-less points and ideal time. You'll discover four techniques for deriving estimates, including the popular Planning Poker technique. Together, we'll explore planning techniques that dramatically increase a project's chances of on-time completion.

You Will Learn

- The importance of estimating size and deriving duration
- The differences between story points and ideal time
- The advantages of an abstract measure of size
- Techniques for estimating
- When and how to re-estimate
- How and when to perform release and iteration planning
- Tips for communicating about estimates and plans

About the Instructor

Kenny Rubin is an author, trainer, coach and mentor. Kenny has more than 20 years experience with software development organizations, having held positions as developer, project manager, ScrumMaster, Product Owner, VP of Engineering, VP of Product Marketing, VP of Marketing, VP of Sales, COO, and CEO. Kenny has trained over 10,000 people in agile development, object-oriented development and project management. Kenny is also the former Managing Director of the world-wide, non-profit Scrum Alliance.



Agenda

The Purpose of Planning

Estimation Units

- Desirable attributes
- Estimate size, derive duration
- Estimating in story points
- Estimating in ideal time
- Debating the merits

Techniques for Estimating

- Triangulation
- Effort vs. accuracy
- Planning poker

Re-estimating

- Three re-estimation scenarios

Tracking Progress

- Advanced burndown charts

Sprint Planning

- Velocity-driven
- Commitment-driven

Release Planning

- How to estimate velocity
- Velocity as a range
- Predicting project completion
- Rolling lookahead planning
- Fixed-date projects
- Fixed-scope projects
- Fixed-everything projects

Twelve Final Guidelines

For more information contact Kenny Rubin
(303) 827-3333 (office); krubin@innolution.com; www.innolution.com