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3.3.4 Spring Planning References

By far the most important aspects of Sprint Planning techniques are the following:

- Planning Poker Game
- Story Point Theory

These sources are great examples for understanding both:

- Planning Poker Game, from Agile In A Flash: <http://agileinaflash.blogspot.com/2009/07/planning-poker-r.html>
- Story Point Theory, from Mountain Goat Software: <https://www.mountaingoatsoftware.com/blog/what-are-story-points>
- Story, by Scaled Agile: <https://www.scaledagileframework.com/story/>

There are many means by which to estimate, set story point sizes, and use story points. In the end the goal is the same: effective planning to ensure a great Sprint Development!

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