Estimations

- in Scrum we weight our user stories

- we do this with story points

- the reason we don't use a time estimate is because developers work at different paces and have different levels of skill

- one of the most widely used methods of assigning story points is **planning poker**

Planning Poker

- it's a small card game where the team will choose a user story to discuss

- after the discussion each team member will select a card with a story point value and place it face down

- everyone will flip the cards at the same time

- if the estimate is wildly different between team memebers, further discussion is needed until a consensus can be achieved

- team members can change the value of the cards they place during or after a discussion

- once all the cards placed down have the same value, the next user story can be discussed