Discussion 3.1

The estimation process involves everyone on the project team. With this process, the team gets expert input from designers, developers, etc. about if and how they can make this project come to life. The agile team uses story points. Story points are defined as “units of measure of expressing an estimate of the overall effort required to fully implement a product backlog item or any other piece of work (Radigan, n.d.)”. They use story points because dates don’t account for other work tasks not involving the project and have an emotional attachment. By using story points, team members are also rewarded by doing tasks based on difficulty (Radigan, n.d.). One way to assign tasks is by playing planning poker.

Planning poker is where the team comes together to plan the workload across all experts. The team takes cards where low numbers represent tasks that will not require much effort and high numbers represent bigger tasks that will take more time because they may have more complex details. The team shows their chosen cards at the same time and has the opportunity to explain why they may think the task is a high or low-level task. After this, the team shows cards until there is an average answer throughout the group. They then repeat this over each story they are presented with to come up with a general plan.(AgileAcademyAus, 2011) This is an estimation process since no one can truly account for changes that may come up throughout the project and because views about a story level are based on the average consensus.

AgileAcademyAus. (2011, May 4). *Agile in Practice: Planning Poker* [Video]. YouTube. https://www.youtube.com/watch?v=0FbnCWWg\_NY&t=260s

Radigan, D. (n.d.). *What are story points and how do you estimate them?* Atlassian. <https://www.atlassian.com/agile/project-management/estimation>