

Q1: Read about “Planning Poker” - Agile estimation technique and illustrate an example with a Development Team of 10 who are tasked to develop a mobile app for Maha-Khumb in 3 months.

A development team of 10 members is working on a mobile app for Maha-Khumb, which must be completed in 3 months. The app includes features like event schedules, live maps, push notifications, and emergency contact services.

## Planning Poker in Action

1. Backlog Item: “Implement a real-time event schedule feature.”

2. Discussion:

- Needs real-time updates
- API integration required
- Requires offline caching

3. Team Members Choose Their Cards:

1. Developer A: 8
2. Developer B: 13
3. Developer C: 5
4. Developer D: 8
5. Developer E: 8
6. Developer F: 13
7. Developer G: 5
8. Developer H: 8
9. Developer I: 8
10. Developer J: 5

Analysis:

- Most estimates are around 8.
- Some developers estimate 5 (less complex), while others estimate 13 (more complex).
- A discussion follows—developers who picked 5 argue that caching can be reused, while those who picked 13 highlight real-time API challenges.

Final Consensus:

After discussion, the team agrees on 8 Story Points for the task.

Q2: Read Paper – Measuring Software Development Waste in OSS Projects - <https://arxiv.org/pdf/2409.19107>. Pick one measure from this paper and apply it on any open-source repository. Share results.

I am choosing PR rejection rate as a measure from this paper and I'm applying this to the following repository.

<https://github.com/adobe/adobe.github.com>

Unmerged request = 16

Closed request = 62

PRR = 16/62

PRR = 0.2581