

Playing Planning (SCRUM) Poker

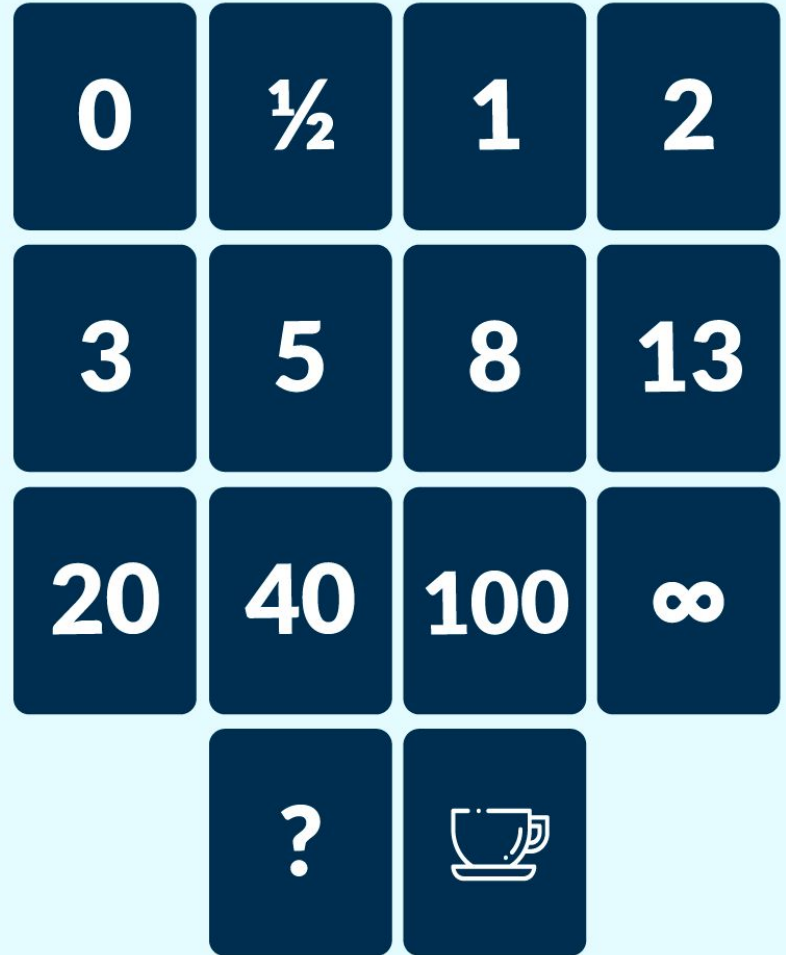
Playing Planning Poker is an effective method to estimate User Stories accurately.

You want estimates that all the team believes in, so they can deliver.



Planning (SCRUM) Poker

First, everyone gets a set of physical or digital cards with these numbers:



Planning (SCRUM) Poker

Then, a User Story is placed on the table and participants use the cards to estimate the Story.

Title:
Create bike catalog

Description: The website will show a catalog of all available bikes.

Estimate: ? days

Planning (SCRUM) Poker

For this story participants selected:

- 2 days,
- 5 days,
- 8 days, and
- 40 days

Title:
Create bike catalog

Description: The website will show a catalog of all available bikes.

Estimate: ? days

2

5

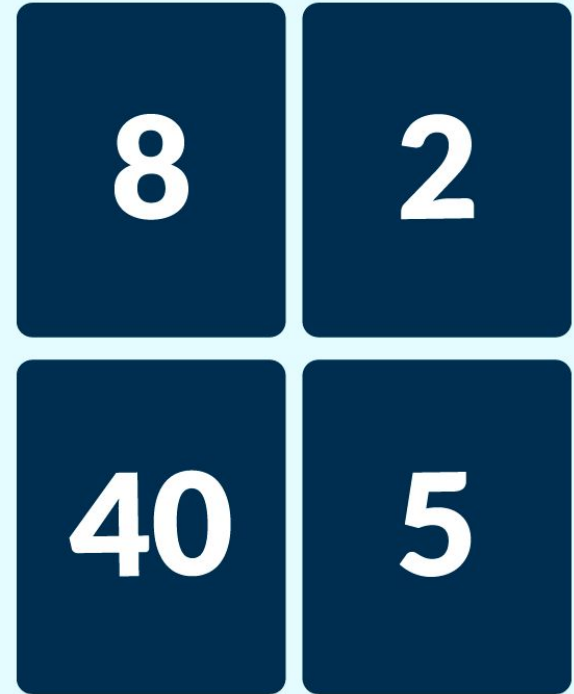
8

40

Planning (SCRUM) Poker

Eight days and five days seem acceptable.

Outliers (2 Days and 40 days) are a concern and should be interviewed.



Planning (SCRUM) Poker

Dealer asks outliers (2 days and 40 days) to explain.

The team listens and analyzes their reasons.



2

Days?
Why?

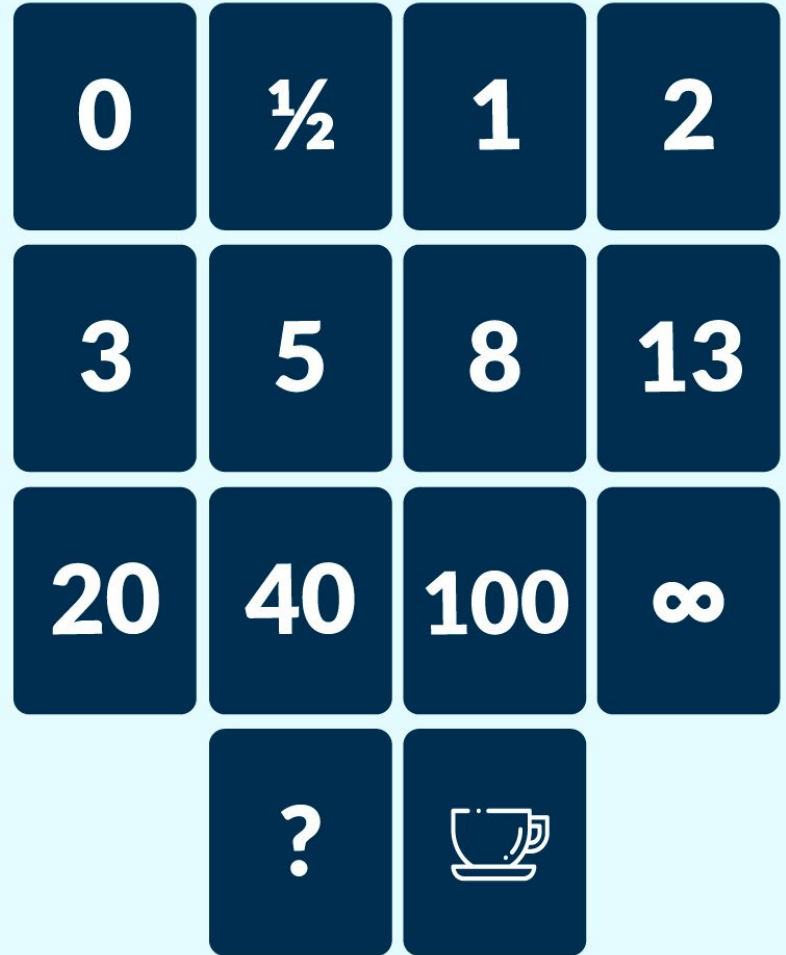
40

Days?
Why?

Planning (SCRUM) Poker

After listening to the reasons, the team plays again.

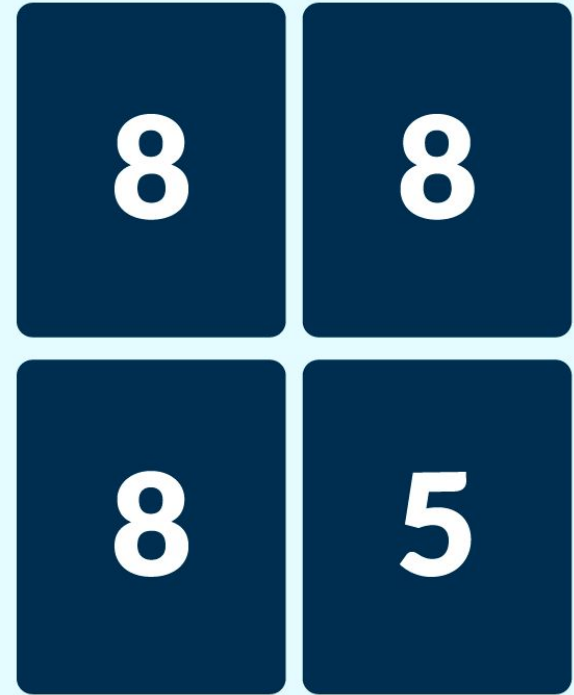
The team tries to reach consensus.



Planning (SCRUM) Poker

This time the results are more homogenous.

The team agrees on an estimate for the User Story (8 days).



Planning (SCRUM) Poker

The User Story is updated to the backlog.

The team “plays” Planning Poker again with all the other stories

Title:
Create bike catalog

Description: The website will show a catalog of all available bikes.

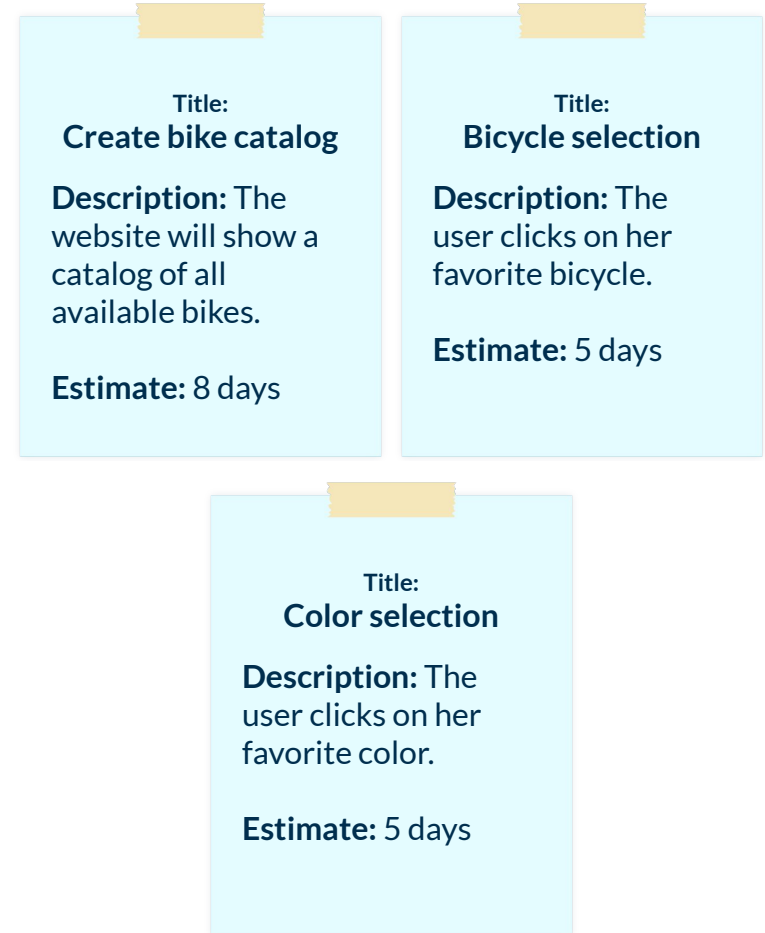
Estimate: 8 days

Planning (SCRUM) Poker

The User Story is updated to the backlog.

The team “plays” Planning Poker again with all the other stories

Total= 18 Days



Playing Planning (SCRUM) Poker

Having reached consensus the team can now start working on the User Stories and complete the Iteration.