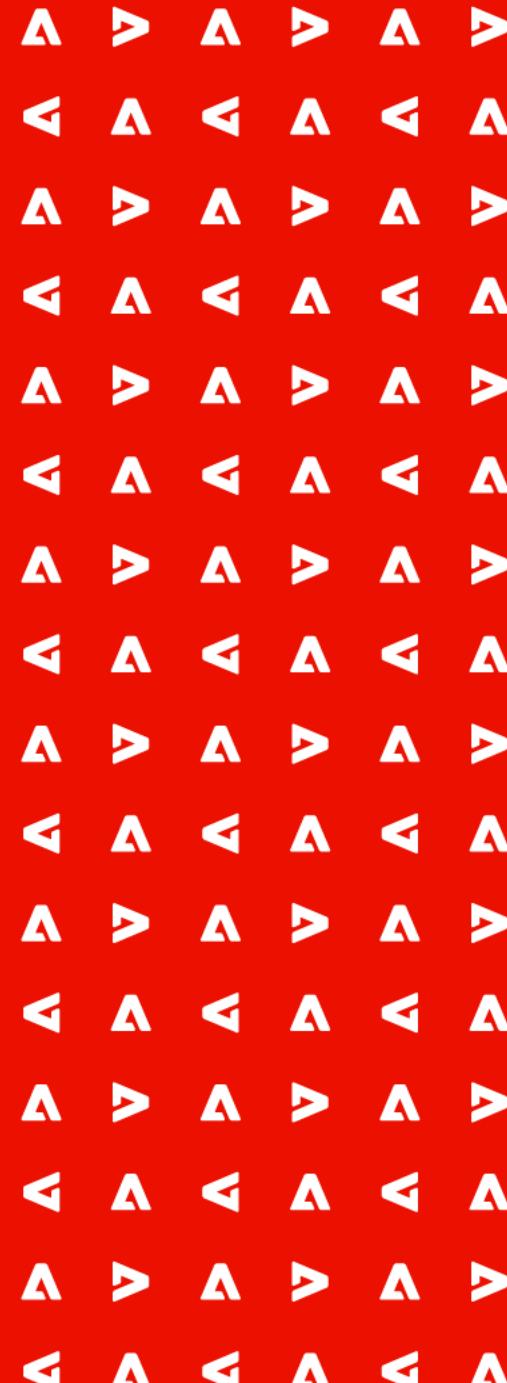




Introducere în managementul produsului și proiectului

Anca Barar | Program Manager
12.03.2024



User story estimations

- Time-based estimations vs. Agile techniques:
 - risk, repetition & complexity (hours vs. effort)
- Relative estimation metric (T-shirt sizes, Story points, etc)
- Example of Agile techniques : T-shirt sizes
 - XS – trivial, almost no effort and it is very well known
 - S – low complexity and effort, known and well understood
 - M – more complexity and/or more effort than a S
 - L – high complexity and/or effort (might be broken down in more user stories)
 - XL – too big, epic story with lots of unknown



Story points

- Used to estimate the amount of effort to complete a user story
- Fibonacci series: 0, 1, 2, 3, 5, 8, 13, 21

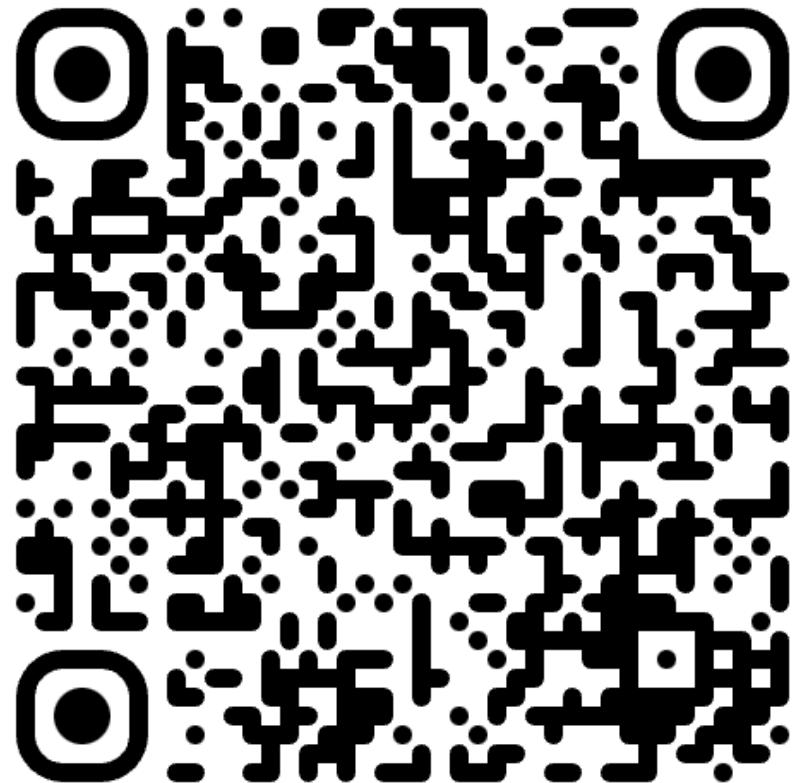
Story Points Estimation Cheat Sheet

How much is known about the task	Everything	Almost everything	Something	Almost nothing	Nothing	Nothing
Dependencies	None	Almost none	Some	Few	More than few	Unknown
How much work effort	Less than 2 hours	Half a day	Up to two days	Few days	Around a week	More than one week
Story Points	1	2	3	5	8 Should be split into smaller items	13 Must be split into smaller items

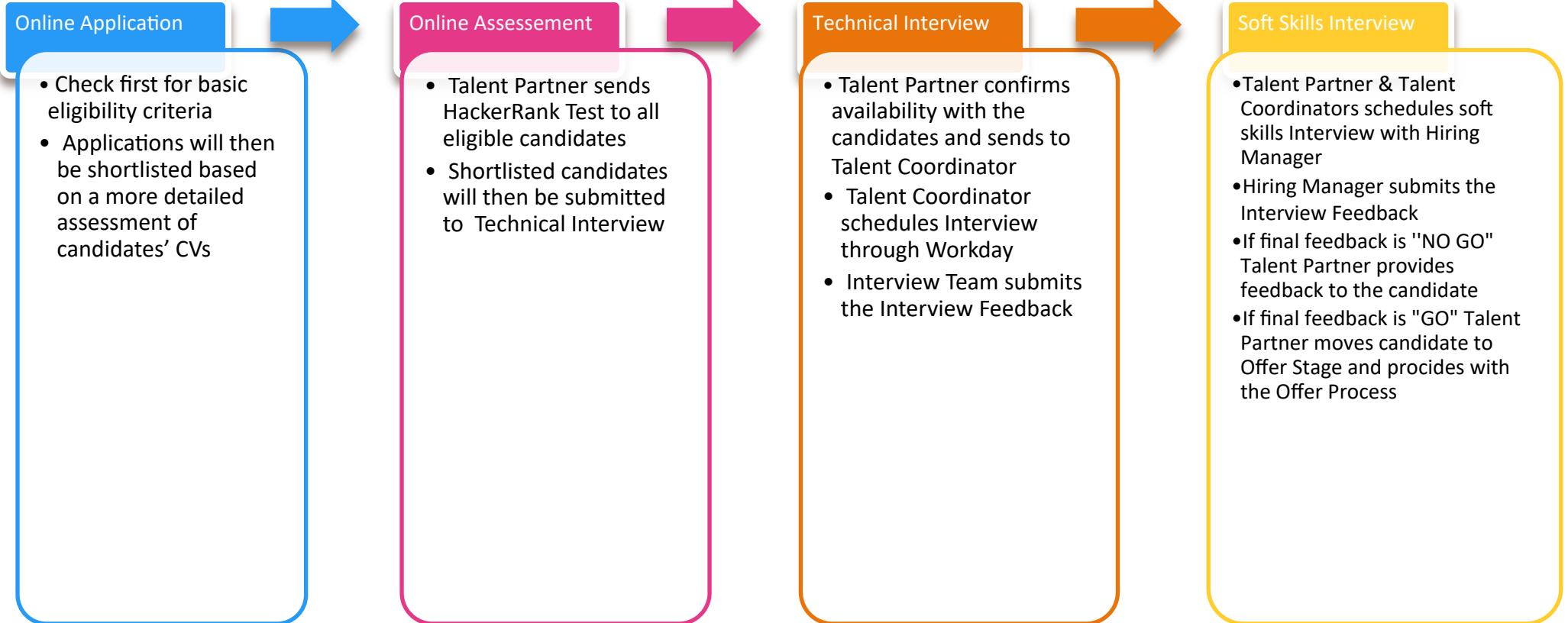
Source: <https://teamhood.com/agile/story-point-estimation-table/>



Story Points



Process



Tech Program Timeline





Adobe Internships

