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The Learning House
427 S. 4th Street #300
Louisville KY 40202



Software Development Lifecycle Unit

Lesson 3 - Estimating Work and User Stories

Objectives

- Understand what User Stories are and how they are used in the development process
- Understand some approaches to estimating work

User Stories

- One or more sentences that captures - **in everyday business language** - a feature or function of the product
- Captures the 'who', 'what', and 'why'
- We assign relative complexity to these stories - not actual hours

User Stories

- Everyone on team associates a complexity number with each user story independently
- Numbers are compared - large differences are discussed
- Differences may be due to previous experience (lessons learned) or lack of experience

Iteration Length

- Each project has an iteration length - two weeks is common
- Complete, tested features are delivered in each iteration

Team Velocity

- We estimate how many user stories we can complete in an iteration
- The first iteration sets the pace based on how accurate the work estimates for the first iteration were:
- Number of user stories per iteration adjusted up or down based on previous iteration work completed