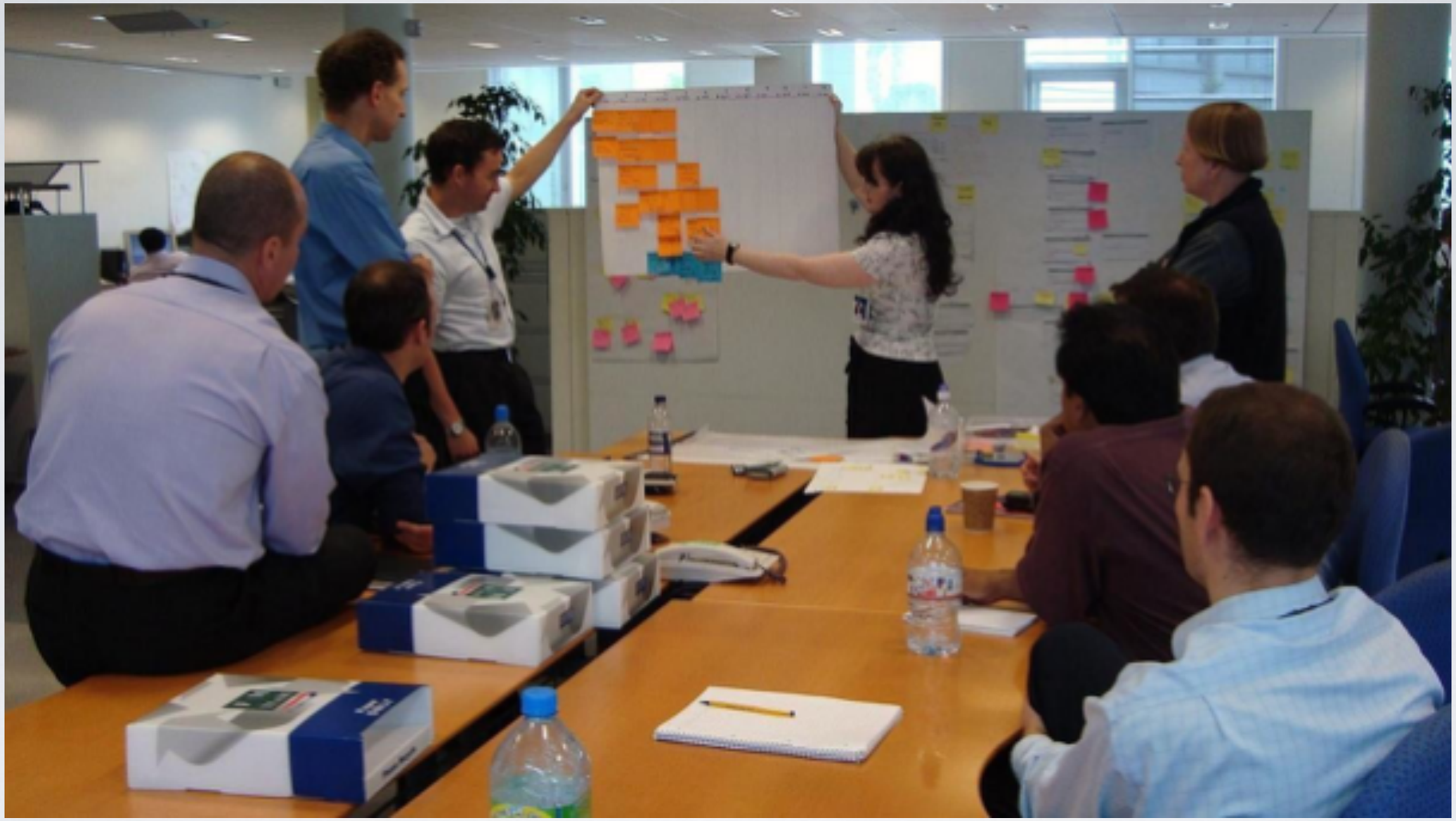
Planning

Thierry Sans



The provisional sprint

User Story	Tasks	Day 1	Day 2	Day 3	Day 4	Day 5	...
As a member, I can read profiles of other members so that I can find someone to date.	Code the ...	8	4	8	0		
	Design the ...	16	12	10	4		
	Meet with Mary about ...	8	16	16	11		
	Design the UI	12	6	0	0		
	Automate tests ...	4	4	1	0		
	Code the other ...	8	8	8	8		
As a member, I can update my billing information.	Update security tests	6	6	4	0		
	Design a solution to ...	12	6	0	0		
	Write test plan	8	8	4	0		
	Automate tests ...	12	12	10	6		
	Code the ...	8	8	8	4		

The provisional burndown chart

- A way to keep track of team's progress.
- Are we progressing as planned? Are we ahead of plan? Are we behind?
- How do we measure progress? How do we measure work required to complete the task?
- story points
- developer-hours, developer-days, team-days, team-weeks, money spent, etc.

- The X-axis: (real) time
- hours, days, weeks, iterations, etc.
- The Y-axis: work remaining
- story points
- developer-hours, developer-days, etc.
- required to complete the task

Exercise

- Team of 3 developers: Yang, Jack, Thierry.
- We decide that: 1 story point = 2 developer-hours.
- We estimate that
- Yang is able to complete 4 story points per day
- Jack – 3 story points (he is a beginner)
- Thierry – 1 story point (he teaches instead of developing most of the time)
- Our iteration is 1 work-week long.
- How many story points do we estimate to complete in this iteration?
- What is this measure called?

- We have the following tasks that are most urgent. In the order of decreasing urgency:
- Task 1 : 5 sp
- Task 2 : 3 sp
- Task 3 : 8 sp
- Task 4 : 11 sp
- Task 5 : 5 sp
- Task 6 : 7 sp
- Task 7 : 8 sp
- Task 8 : 1 sp
- Write up a plan for the next iteration.
- Plus dependencies: Also, the dependencies are such that Tasks 4 and 6 can only be started after Tasks 1, 2, and 3 are completed.