NOAH'S STORY POINTS GUIDE

What Are Story Points in Agile?

Story points are a **relative estimation unit** used in Agile (Scrum/Kanban) to measure the **effort, complexity, and risk** of completing a user story, rather than estimating time in hours or days.

Story points take into account:

- **Effort** – How much work is required?

- **Complexity** – How difficult is the task?

- **Risk/Uncertainty** – Are there unknowns that could affect completion?

Typical Story Point Scale

Most Agile teams use the **Fibonacci sequence** (1, 2, 3, 5, 8, 13, etc.) because it accounts for increasing uncertainty with larger tasks.

Story Points	Meaning
1	Very simple task (smallest effort)
2	Slightly more effort, but still small
3	Moderately complex, but well understood
5	Complex, needs effort but still manageable
8	Very complex, potential risks, requires planning
13+	Too large, should be broken into smaller stories

How Story Points Translate to Time (Story points do NOT directly equal time):

- A **5-point story** is **not** necessarily 5 hours or 5 days.
- Instead, it means it's roughly **twice as complex as a 3-point story** and **half as complex as an 8-point story**.
- Example: If a team completes **30 points per 2-week sprint**, they can predict future work based on that velocity.