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One Page Summary of Estimating and Planning Papers

Estimation plays an important part in software development, serving as a compass for project planning and decision making. It allows for various things such as clarity in assignments and accurate estimation of resources, time, and costs.

In software development, estimation involves planning the time, effort, and resources required to complete tasks or projects. The techniques used in estimation help developers organize and assigns the different roles required in a project.

Agile software development revolutionized the approach to estimation, emphasizing adaptability, collaboration, and iterative delivery. Within agile frameworks, estimate serves not only as a planning tool but also to serve transparency and alignment within cross-functional teams.

Dick Billows, a well-experienced advocate of agile methodologies, emphasizes the importance of purpose-driven estimation, bringing out its role in highlighting significant decisions and guiding project outcomes. He advocates for techniques such as Planning Poker and relative estimation, which promote collaborative decision-making and reduce the risks of inaccurate outcomes.