

Agile Project Management: Planning Poker

Workshop 6

Ruzanna Chitchyan, Jon Bird, Pete Bennett

TAs: Mitch Lui, Craig Barnfield, Kira Clements, Ollie Myers

Today's Workshop

- Write User Stories (10 mins)
- Play Planning Poker (20 mins)
- Plan Work for a Sprint (10 min)
- Homework. In your team play planning poker for your next 3 weeks. Record you burn down chart and submit to git.

Game
and repo
check in
parallel



Project brief

The client wants an app to better use openly available data about the rail network to improve passenger experience:

1. There are several web-services that provide the ticket prices between any pair of stations in the UK. For a given train journey, it is often cheaper to “split the ticket” - to buy a ticket to an intermediate destination, and from that intermediate destination to the final destination (even though the traveller can stay on the same train). The price also depends on whether portions of the journey take place during peak-time (any trip before 09:30) or off-peak time (these tickets are often substantially cheaper).
2. There are data-feeds that provide up-to-the-minute location information for trains, indicating whether and by how much they are delayed. This can be visualised for the passenger, and can be used to give them immediate information about how delayed their train is. Ideally, the app should also suggest quicker alternatives where possible.
3. Ultimately, everything should be integrated; the passenger should be able to purchase their tickets through the app, and the app should then automatically monitor these, provide alerts, and submit delay claims.

To do:

Make sure that you all have approximately 20 post-it notes.

1. Write out a set of user stories (no more than 15). **(15 minutes)**
2. Play Planning Poker to assign story-points to the various stories (using the supplied post-its). **(20 minutes)**
 - Write the agreed points on another corner of the user story.
3. Have a Sprint meeting **(10 minutes)**
 - From previous product sprints, you estimate your team velocity to be 50 story points.
 - Pick out and select the stories from the product backlog that you intend to implement in your first sprint.

homework / groupwork

- Finish working through the examples in your team
- Homework. In your team play planning poker for your next 3 weeks. Record your burn down chart and submit to git.

