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project planning

reminder -
project proposal
due Thursday

can start with user stories, or
expand to use cases
for today we assume user stories

this part
both ignores details

estimate how long it will take ^{anyone} ~~you~~ on
your team to do ~~one~~ each user story
add them all up to get how long
whole project will take
↑
or any
part

keep track of any assumptions made
when estimating

→ need to clarify each of these
with customer ~~con with~~

could estimate in terms of "points"
or some unit time

points most useful if have already
done many similar projects +
can use actual time spent
from those projects

here we assume days

1/2, 1, 2, 3, 5, 8, 15, 40, 100, ??

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everyone on team (or every pair)
does their own estimates
then compare & discuss
→ consensus on new estimates
AFTER as many clarifications
as possible from customer

book describes "planning poker"
but there are many ways to arrive
at consensus

need
convergence
& confidence
3 C's

— but be wary of outliers
& wide spreads } maybe
problems
with
assumptions

after all of this, see if user stories
are too long or too short

if 1/2 day (or less) might
want to combine

if more than 15 days need
to break up

(maybe even if more than
3-5 days if going for
1-week iterations)

"AND" rule

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there are only 20 working days
per month

need to go back to customer
with how many months

~~it will~~ the whole project will take

- ~~this~~ this will almost certainly
be far too long

• so the customer needs to
prioritize to fit into length of
time that is acceptable to customer
→ for milestone 1.0
1st "usable working version"

other user stories will go into
later milestones

now sanity check
is it still too long?

reprioritize again -
focus on baseline functionality

diminishing
returns

Can we add more people?

No

commonization &
training time



etc

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now we have ~~at~~ a set of user stories for milestone 1.0

a and an estimate of how long that will take in 20 days/month

BUT - we've assumed those are 20 *productive* days per month

people get sick or need to take personal days

the vendor for mission-critical software issues a critical security ~~patch~~ patch that must be installed on everyone's computers

there's a major accident on the cross bronx ~~se~~ (or in the Lincoln tunnel), backing up traffic from NJ for 3 hours

and also we don't know how accurate our estimates were anyway

*Project "velocity" - how much productive time on average, we really get
maybe 0.7 (70%)

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we thought milestone 1.0 would
take N days, but $\frac{N}{0.7}$ more likely

too long now? need to prioritize
again - actually should have
considered velocity when first
asked customer to prioritize
w/o extra steps (a disappointment)

recalibrate velocity every iteration
might be 0.6 or 0.8

next step is to, indeed, define iterations

figure on 1 month ^{per iteration} (~~4 weeks~~)
(some organizations choose 1 week!)
then 3 iterations until 1st release
90 day releases is common ^{delivery}
→ most customers do quarterly?
financial planning

at this point, we probably only
have high priority baseline user stories
but ^{customer} needs to prioritize within that
group ~~to~~ for iterations

10, 20, 30, 40, 50 buckets maybe intermediate
25, 35

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here is where user stories written as
index cards are really handy
(add estimates & priorities to cards)

iteration 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	can
iteration 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		move
iteration 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	cards
				<input type="checkbox"/>	around

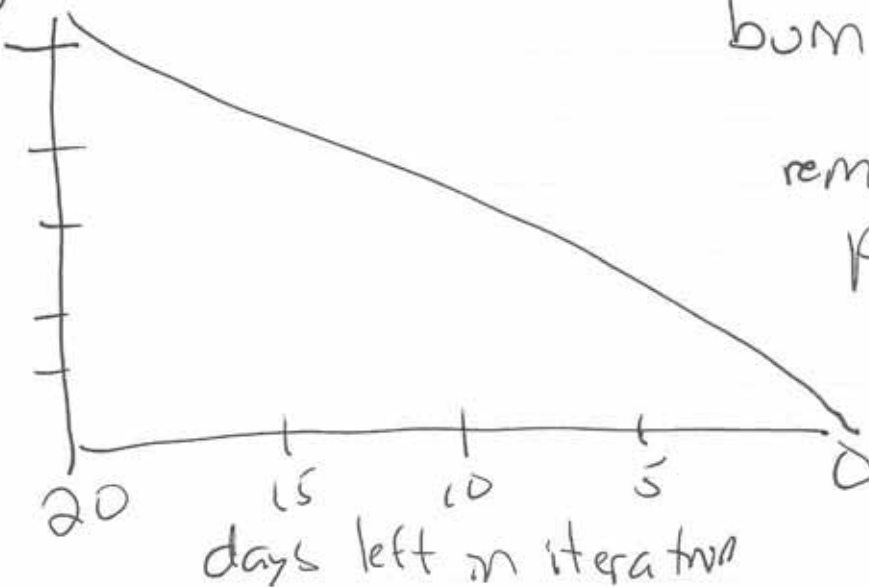
release 1

iteration 1

etc.

So far we've
ignored dependencies -
how do we factor
these in??

user story
estimate
days for
whole
team
work
left



burn down

reminder -

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do NOT
need
estimates
yet (a only
high priority)