Name	Monday	Tuesday	Wednesday	Thursday	Friday
Justin	0	0	0.3	0.7	0.5
Alexis	0.4	0.5	0.5	0.6	0.5
Jeffery	0.7	0.5	0.7	0	0
Arbern	0.3	0.3	0.3	0.3	0.3
Edward	0.4	0.4	0.6	0.4	0.3
Milly	0.6	0.2	0.4	0	0

Introduction:

The Scrum Inc. Yesterday's Weather tool is used to implement both the Yesterday's Weath
The tool provides a quick way to calculate how many points the team should plan to compl
completed recently; team member availability (due to vacation or illness) during the upcor
work as part of the Interrupt Pattern.

Scrum Inc. Uses this tool to plan a one-week sprint, where each team member only works
inserting more columns between Columns C and G.

Text in blue are variables that must be input by the user. Cells in red are the results returr

Using the Tool:

To set up the tool for a new team…

1. Enter the names of each team member in "Column B"
2. Enter the fraction of each working day that each team member should will be available to
3. Type the number shown in cell J3, which is currently your "theoretical capacity" (if all tean

At each Sprint Planning Meeting…

4. In Cells C2 to G8, update the percent availability for each team member to reflect any knov
5. Enter the average "normalized" velocity from the past three Sprints in Cell J5. Normalized
the percent team capacity in that Sprint
6. Enter the team's current "buffer" (the percentage of velocity to be reserved for unplanned
7. The team's "percent capacity" for the upcoming Sprint is displayed in Cell J4, and the numl

Theoretical capacity	20	Person-days	
Actual Capacity	10.7	Person-days	
Team Capacity	54%		
Assumed Normalized Velocity	12.96		12.962963
Sprint Buffer	10%		
Targeted points	6		

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lete in the coming sprint, based on: how many points have actually been
ning sprint; and the current buffer the team is leaving to plan for unanticipated

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the team on a regular basis in cells C2 to G8 (0 = not avaialable, 1 = fully available)
ı members are available as planned) into cell J2

wn vacation, illness, etc. for the upcoming Sprint
l velocity is calculated as the number of points completed in a Sprint, divided by

stories that come up during the sprint) in Cell J6
ber of points (excluding buffer) that the team should bring into the Sprint is shown in Cell J7.

Name	Monday	Tuesday	Wednesday	Thursday	Friday
Justin	0.3	0.3	0.3	0.7	0.5
Alexis	0.4	0.5	0.5	0	0
Jeffery	0.7	0	0	0.5	0.7
Arbern	0.3	0.3	0.3	0.3	0.3
Edward	0.4	0.4	0.6	0.4	0
Milly	0.6	0.2	0.4	0.2	0.5

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Theoretical capacity	17.5	Person-days
Actual Capacity	10.6	Person-days
Team Capacity	**61%**	
Assumed Normalized Velocity	26	
Sprint Buffer	10%	
Targeted points	**14**	

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Name	Monday	Tuesday	Wednesday	Thursday	Friday
Justin	0	0.2	0	0.5	0.5
Alexis	0.4	0.3	0.5	0.1	0.5
Jeffery	0.7	0.4	0.7	0.7	0.2
Arbern	0.3	0.3	0.3	0.3	0.3
Edward	0.6	0.5	0.6	0	0.2
Milly	0.6	0.2	0.4	0.3	0.6

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Theoretical capacity	15	Person-days	
Actual Capacity	11.2	Person-days	
Team Capacity	75%		
Assumed Normalized Velocity	17		16.8888889
Sprint Buffer	10%		
Targeted points	11		

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