Points vs. Hours
Better, Faster, Cooler, Cheaper

AGENDA

A) ¿Why do we estimate at all?
B) 5 reasons to use points over hours to estimate
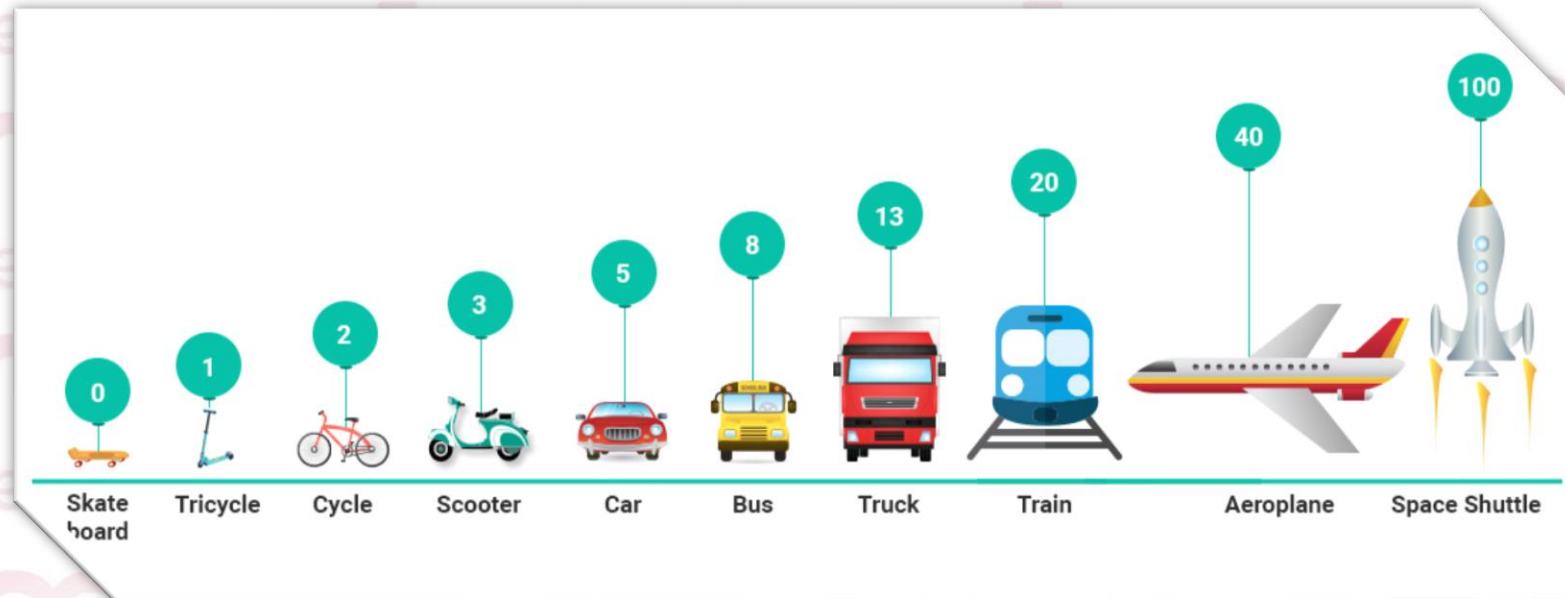c) Steps to start using story points

¿Why do we estimate at all?

To understand our "<u>Velocity</u>" But.. ¿Why?
To have an "<u>Output Measure</u>".. But.. ¿What for?

End Goals:
a) <u>Release Planning</u>
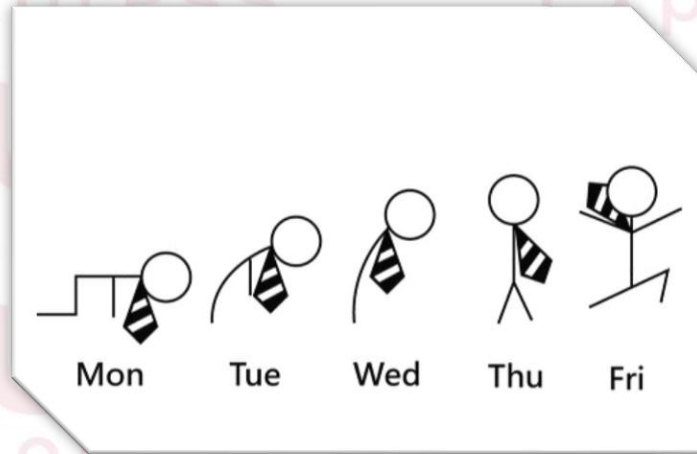b) <u>Continuous Improvement</u> (blockers management)

¿Why Points and not Hours?

REASON 1.
Points result in faster and more accurate estimates (#truestory there are studies that prove it)

¿Why Points and not Hours?

REASON 2
Measuring success in Points gives your team a way to improve Velocity without working more hours, and motivates them to be more efficient in their time usage, not the other way.Time is finite, improvement is not. There are a fixed number of hours in a day, so a velocity based on hours will get to a point when you can't stretch it anymore.

¿Why Points and not Hours?

REASON 3
An Engineer's Approach...Look at the Units

• Velocity measures the rate of change of something over time

- In a car, the units of velocity are "distance/time" , velocity could also be viewed as "weight/time", or "volume/time"

+ Points per Sprint = "output/time" (makes sense)
+ Hours per Sprint = "time/time" (which is unit-less or at best, a percentage – doesn't make sense)
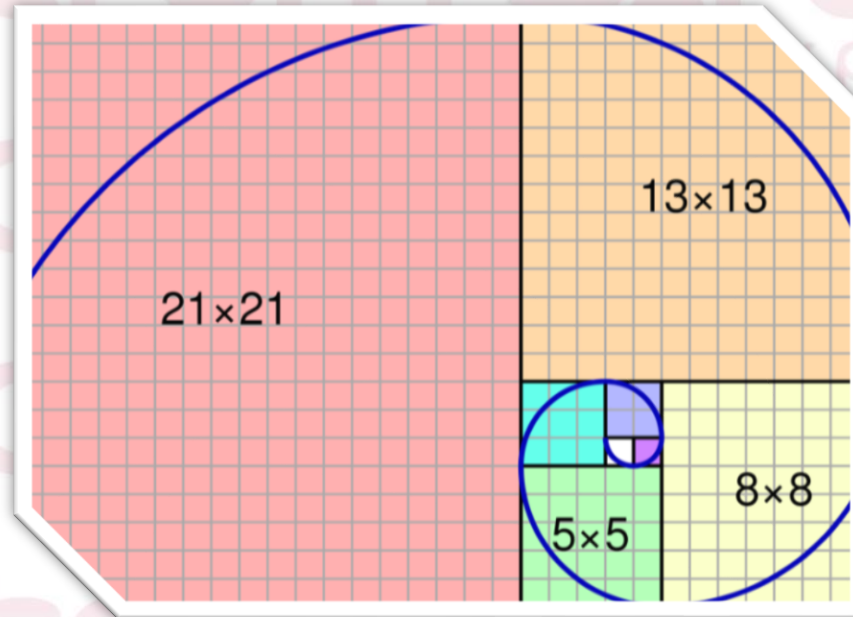
¿Why Points and not Hours?

REASON 4
Expertise dependant on the experience when using hours.
- Very skilled dev : 3 hours
- Starting dev: 8 hourss

¿Why Points and not Hours?

REASON 5
Fibonacci works great to estimate bigger chunks of work.
- ¿60 or 64 hours? vs ¿5 or 8 points?

Steps to start using story points

1. Pitch this deck to the team to understand the value
2. Have the team define a pivot story
3. Define some example stories to practice estimating
4. Define a tool like https://www.planitpoker.com/board/#/rooms
5. Have a poker planning session with the team
6. Start using story points in your next grooming session