

Estimations and velocity



LECTURE
SUMMARY

Taught by:



Explaining velocity and how to
make more accurate estimations

- ▶ From company to company, the engineers are building things in different ways, in different languages and styles, and things are changing all the time
- ▶ That makes software estimation very hard
- ▶ In order to estimate accurately, you need to figure out something called velocity
- **Story points:** measuring the difficulty of a task by using a rating system that everybody in the company understands
- **Velocity:** the number of story points we were able to accomplish in a 2 weeks sprint

- Example:
 - We have 5 items in total
 - 3 were done but were very hard
 - We rate them 5 on a scale of 1-5
 - The velocity is $5 + 5 + 5 = 15$
- ▶ Doing these calculations increases the accuracy of the estimations in the long term

See you next lecture!