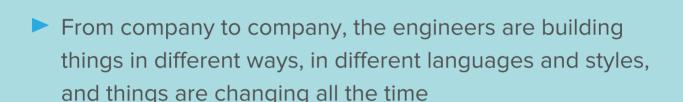
Estimations and velocity



Covered in this lecture:





- 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