

ESTIMATING



GENERAL CONCEPT OF ESTIMATING



- Now for traditional or waterfall type of methodologies, that estimate that's gonna be provided back is gonna be an absolute estimate.
- And what I mean by that is it's gonna be provided in the number of hours or the number of days it's going to take to complete that.

GENERAL CONCEPT OF ESTIMATING



- The project manager or whoever's doing the scheduling for that project, then takes all the estimates from all the various tasks that were assigned and they're able to build out a project schedule to give an estimated completion time for that full project.
- So estimates are important there but they're also important on agile projects, but they're done a little differently.

GENERAL CONCEPT OF ESTIMATING

- For example, one of the common agile estimation techniques is called the T-shirt technique.
- This is where you group various tasks or user stories in this case, by size and those sizes are just like T-shirts.
Small, medium, and large.
- And while there could be other sizes, we're going to keep it simple for this example.

Fibonacci Sequence

- ▶ Abstract value to represent size
 - 1, 2, 3, 5, 8, 13, 21,...
- ▶ Each user story is compared to others and assigned "Story Points"
 - Larger stories should be broken up if possible
- ▶ Number of points per sprint is the team's velocity

