[MUSIC]. It's great to see you again. In this lesson you will learn how to plan a sprint. Like with any other event you have to prepare for a sprint planning session. First schedule a product backlog refinement meeting with a product owner who knows what we must deliver to the customer. The goal of product backlog refinement session is to help the product owner prioritize a product backlog and discuss maximizing value delivery and the overall sprint goal. During this discussion, you might find out that the acceptance criteria, or in other words, detailed description for what the product owner will accept, for each product requirements have not been sufficiently identified.As a scrum master it's your responsibility to mentor the product owner on how to prepare the product backlog for the team by defining the acceptance criteria and prioritizing the product features in the product backlog document. I recommend scheduling at least two sessions with the product owner to review the draft backlog, discuss the value and the sprint goal. And the second one to go over the final backlog before going into sprint planning session with the team.

1:18   This should provide sufficient time to do any additional requirements, and feeling any existing gaps in the acceptance criteria. Each sprint planning is time boxed. To calculate the time box, you have to multiply 2 hours by the number of weeks in the sprint. During a sprint planning session, I encourage the team to discuss estimates. I like using story points. As story point is an abstract number that tells a team the level of difficulty for delivering a specific feature. The more points the story item has, the more difficult the feature is. And the more time it will take to complete it.

2:01   There is a standard for estimating story points. I always discuss them with a team to ensure there's a consensus around the process of determining story point value.

2:12   Small simple features are typically worth one story point, Medium and slightly more complex once get two story points. Large and somewhat more complex features than medium ones are worth three story points. And extra large ones are worth five points. If the team finds a feature that they think would be worth more than five points, I asked them to break it down into separate ones. So that each is worth fewer than five points. But wait, what is the story, you might ask? A story or user story is a simple explanation of a feature or a deliverable, written from the perspective of the end user. User stories provide an important context for the team to stay focused on a person who will ultimately be using whatever your team is developing. Back to sprint planning. Estimates are a forecast of the work that the team is projecting to be done. These are not commitments. Suppose the team realizes, that the task is taking longer during the sprint. In that case, they might adjust the sprint backlog and yet still be able to deliver an increment which is a working deliverable, which can be demonstrated to and tested by the stakeholders. Other items I suggest including on a sprint planning agenda is a discussion about how the team is planning to get the work done during the sprint planning meeting. Visual tools and parameters for daily scrum. The role of the scrum master is to keep the team on track during the sprint planning meeting. So the team and the product owner are perfectly clear about the goal of a sprint by the end of it. In the next lesson, you will learn how to hold a retrospective with your team. I will see you there