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WEB321

Discussion 3.2

SCRUM Poker

During any professional project, stake holders will want to get some estimate of completion for the project. Being a part of the Agile methodology, the requirement estimation process in SCRUM is focused not only on requirements but the team input is taken into account heavily.  According to a SCRUM tutorial in tutorialspoint.com, "The objective of the Estimation would be to consider the User Stories for the Sprint by Priority and by the Ability of the team to deliver during the Time Box of the Sprint.” The size of the product backlog is key in the implementation of the requirement estimation. The user stories in the backlog are to be sorted or organized in order of priority. It is worth noting however that SCRUM itself doesn't impose an estimation.  According to Slava Moskalenko from scrum.org, "Scrum doesn't impose to use any estimation technique. Poker planning, story points, focus factor, dirty hours and mandays are not a part of the Scrum Framework. Scrum only establishes some rules of the game around estimates and give the teams a freedom of choice on what estimation technique to use."

One of the several techniques used for estimation in SCRUM is the planning poker technique (scrum poker). According to Luis Goncalves, "Most teams will hold a poker planning session shortly after an initial product backlog is written. These sessions, which can take several days, are used to create initial estimates which are useful in scoping or sizing the project." In scrum poker, user stories are given priorities by their difficulty to implement by professionals in the team. The planning session aides in understanding what is a good time frame for project completion.

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