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You need to estimate a new project for your team. It seems to have 70 user stories that need to be delivered. You intend to deliver them in a series of sprints in two-week intervals. The Scrum master informed you that they have 15 essential user stories that you know need to be delivered first to provide a base, and then the rest are prioritized by the business lead. You have 6 people on your team.

Since you do not have any historical data, you decided to speak to a group of developers how long they think it would take to develop and test the project. They tell you about 3 months. You ask them how confident they are. They say 95% confident. You ask what they think the big risks are. They say, "Hey, if Ben decides to take a month to go surfing, that might hurt us."

1. What is the correct second step in sizing the project?

The correct second step in this process would be to consult an expert. Since there is no Historical Data, consulting expert would give a better understanding of the project.

This method takes skill, expertise, and specialized knowledge into account when drafting an estimate. You may have to collaborate with other members of your team, project stakeholders, consultants, or subject matter experts to get the information you need.

Next we could use another method to understand the sizing by evaluating the data that is in hand using the Top-Down approach.

With this estimation technique, primary stakeholders with ambitious visions can create an overall timeline or budget for a project without knowing all the particulars. That plan can then be broken up into smaller chunks, leaving the details to others with more knowledge about the project specifics.

Refrence: https://asana.com/resources/estimation-methods

https://www.projectmanager.com/blog/project-estimation-techniques

2. What are two strategies to size the project?

-   User Stories/Story Points(Data Driven Approach) –user stories or story points are employed to specify the high level requirements for the application. In contrast,

story points are used as a relative measure of the work required to implement the story (including any backlogged features)

This strategy develops a relative size for a specific application being developed by a single team that can be used to determine velocity and other useful agile metrics and measures.

One weakness of this method is Lack of standardization makes each use of the approach unique and not standard.

- Expert-based: Experts participate in the estimation process in expert-based approaches. When estimating how much work will be needed to finish a specific job or the entire project, they are consulted. Based on their knowledge and an analysis of the material available, including the project's requirements, scale, and resources and tools that are available, experts estimate a project's cost.

Experts may be able to provide more accurate estimates than other estimation techniques, particularly when dealing with complex or unfamiliar projects.

One weakness of this approach is Experts may not have the same level of expertise in all aspects of the project, and therefore, their estimations may be more accurate in some areas and less so in others.

Refrence:

https://www.infoq.com/articles/size-estimation-agile/#:~:text=The%20two%20methods%20that%20were,by%20analogy%20and%20function%20points.

3. What are list of tools that you can use?

Planning Poker is a agile estimation tool. The technique uses cards to estimate the effort required for each user story.

Project management Tools like Jira or Asana can help you track user stories and sprints, and estimate how long it will take to complete the project.

You can also use a simple spreadsheet like Google docs or excel to track user stories, estimate effort, and calculate the total time required to complete the project.