

Transition to Story Points

myOrders: R2D2 & BB8

A Look into Our Estimates

R2D2 “Done” dev tasks from major releases;
2.130 - 2.138 (as of 8/27/21)

Dev Estimates vs. Completed (hrs)



Dev Estimate Breakdown

- Average number of dev tasks “done” = 95.5/release
 - High (2.138): 210
 - Low (2.134): 40
- Average estimate hrs/task = 3.86 hrs
- Average completed hrs/task = 5 hrs
- Average dev task is underestimated by 34% or 1.14 hrs/task
 - High (2.131): 73% or 2.8 hrs/task
 - Low (2.138): 5% or .2 hrs/task
- Per release, total dev work is underestimated by 129 hours
 - ~43hrs over per developer, per release (1 iteration of targeted dev work/dev)
- Highlights inconsistency release over release

Transition to Story Points

Benefits of Story Points

- Estimate are not based on experience of single developer, representative of the group as a whole
- Relative estimates = team can use similar work previously completed as a frame of reference
- Estimate without given specific time commitment
 - Quicker estimate = developers don't have to envision entire scope of work then calculate time to complete each step to arrive at an estimate
 - Time commitment estimate is proven to be unpredictable and unreliable, leads to poor planning
- Provides enough accuracy to plan iterations, ability to track true velocity after a few iterations
- Removes emotional attachment to time estimate vs actual time taken to complete work

Estimating with Story Points

- Story points estimate is a measurement based on combination of:
 - Amount of work
 - Complexity
 - Uncertainty/risk
- Fibonacci sequence; 0, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89 (sum of previous two numbers in sequential order)
- No re-estimating a PBI/Bug after work begins or second guessing mis-pointed items, team looks forward and adjusts
- Bugs related to an issue in the iteration are not pointed = considered to be part of the original estimate

ADO Impacts

- Story points will be tracked at the PBI/Bug level under the 'Effort' field (field is not labeled hrs or points)
 - No longer tracking 'Planned Work' on the dev task
 - Estimates continue to be provided using the 'Estimates' add-on in ADO during grooming - these estimates already write to the PBI/Bug 'Effort' field
- ADO project remains unchanged
 - No switch from Scrum project template to Agile template
- Developers continue to...
 - Track 'Completed Work' hours at the task level = no impact to CP time reporting
 - Estimate 'Remaining Work' hours at the task level
 - No initial estimate required
 - Developers provide remaining work hours only after work has begun. Therefore providing a better estimate of hours remaining