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The document is to provide Agile methods of work estimation and effort planning and its story point

Agile estimatoin effort planning

**Agile Fundamentals > Work Estimation Story Points**

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**Epic 1: Agile Fundamentals**

**Task 5: Agile Estimation (Story Points)**

# Agile Fundamentals

## Agile Estimation and Story Points

## Purpose

To estimate **effort and complexity** of user stories using **relative sizing**, not exact hours. This supports better sprint planning and predictability.

## Theory

### What Are Story Points?

* A **unit of measure** for expressing the overall **effort required** to implement a story.
* Reflects **complexity**, **amount of work**, and **risk/uncertainty**.
* **Not** tied to exact hours/days.

### Why Use Story Points?

* Avoids false precision of hour-based estimates
* Encourages team discussions
* Normalizes work estimation across experience levels
* Reduces pressure and blame culture

### Common Estimation Scales:

| **Type** | **Values** |
| --- | --- |
| **Fibonacci** | 1, 2, 3, 5, 8, 13, 21... |

Fibonacci is most common in Scrum.

### How to Estimate?

1. **Team discusses the story.**
2. **Reference story is chosen** (e.g., a 3-point baseline).
3. Use **Planning Poker** (each member picks a point, discuss, re-vote).
4. Final consensus is recorded.

## Example:

| **Story** | **Story Points** |
| --- | --- |
| Simple form validation | 2 |
| Integrate third-party API | 8 |
| Display table with pagination and sorting | 5 |
| Build complex dashboard with live data | 13 |