**PRACTICES USED BY SCRUM TEAMS FOR PLANNING THEIR SPRINTS**

* There are many practices that many Scrum teams used during Sprint Planning
* They are
* User Stories
* Story points & Project Velocity
* Burndown Charts

1. **USER STORIES**

* **What is it?**
* It is a simple tool which is more effective and description of a specific way that explains how the user will use the particular software.
* Common structure of a User story

Title

As a <user type>,

I want to <action taken by the user>,

So that <action that is needed/ requested by the user>

* **3 Key components of a good user story**

**1.** **Who : Who requires it?**

**What : What is required?**

**Why : Why it is required?**

**2. Acceptance Criteria / Condition of Satisfaction**

* Clarifies the end user that in which situation the story will be fulfilled.
* It provides a clear understanding.
* Clients understands what to expect from the project.
* Lesser chances of miscommunication.
* Common Structure of acceptance criteria

Scenario

Given (Initial Condition)

When (Event occur)

Then (Expected outcome)

**3. Supporting Models**

* + Supporting documents of analysis models like screen mock ups, data models.
  + Provides more context, more background, and more information to the development team as well as to the testing team.
* **Advantages**
* **User stories help in delivering value to the customer**

Talk about the immediate customer needs, because of this features implemented and delivered the highest value.

* **Enable a project to be quickly adjustable**

Since user story helps in having more feature one by one it becomes easier for developing team to choose new direction if it is required.

* **User stories increase the collaboration of end user**

More explanation from the end user to clearly understand the story.

**2. Story Points & Velocity**

**Story Points**

* **What is it?**
* Unit of measure for expressing the estimate of overall effort that will required to fully implement a product backlog item or any other piece of work.
* When assigning a story point, we assign a point value to each item.
* Stories can be categorized in different relative sizes, based on 5 factors.
* Complexity
* Business value
* Risks
* Amount of work
* Dependencies
* **Advantages**
* Story Points are simple
* Help the project team find exactly what does a story means
* Flexible for developers
* They help the team members to become genuine on their project work
* It ease the process of estimation even for the novice developer

**Velocity**

* **What is it?**
* The amount of work done by the team from a given amount of time.
* **Why**
* It gives Predictability / Capacity Planning
* All the stakeholders are involved in the entire process.
* **External stakeholder:** What they can expect from scrum team
* **Product Owner:** How much he can assign tom his team
* **Scrum Master:** How much he can plan for his team
* **Team:** How much they can accept as a team in terms of work

* **How**
* Factors that affect the velocity of the team
* **People** 
  + No of people is proportional to the velocity of the team work
  + If the team is skilful, they can perform better much more work or story point in given sprint.
  + Availability: During the holidays, long vacations the velocity of the team decreases.
* **Process**
* Constant changing prioritization: if the prioritization of the user story constantly changes during the sprint it affects the velocity.
* **Role**
* Many organization thinks that scrum master is not a compulsory role. In these situations following factors affect the velocity of the project team.

1. **Multitasking:** Doing many tasks by one or some people can reduce the velocity of the work.
2. **Interruptions** from the outside world.
3. **Team dynamics** are not been taken care of because there is no dedicated scrum masters within the team

**3. Burndown Charts**

* **What is it?**
* It is a tool which is used to graphically represent the amount of remaining work that is to be done for the completion of a sprint.
* **Why it has been chosen?**
* **Simple**
* It is not complicated
* Makes the progress communication easy, fast and effective.
* **Track the amount of work remained**
* Future efforts can be planned easily.
* **Ideal efforts**
* Idea regarding ideal rate of effort can be obtained.
* **Measurability**
* Helps the team to measure their performances and to take necessary actions at the correct time.
* **Common structure of Burn down chart**