

Prioritization



Informal

Ad-hoc and intuitive

MoSCoW

Must have, Should have, Could have, Would not have

Formal

Priority = Business Value/Complexity

ROI (= Business value – Cost) based prioritization

Kano

Mandatory, Linear, Exciter

Threshold, Performance, Excitement

Estimation



- Relative over Actual Size
- Feature over Activity based
- Estimation Commitment



Estimation



Affinity Estimation/T-Shirt Sizing

- S, M, L, XL..
- Apply story points later.
- Good first step for team to adapt Relative Sizing technique.
- Advantage: Easy to grasp.
- Disadvantage: Size vs Time comparison is difficult

Story Points

- Sizing sequence should be geometric series: 1,2,4,8,16,32.....
- Mike Cohn proposed Fibonacci series: 1,2,3,5,8..
- It is RELATIVE data and not ABSOLUTE.
- Advantage: Accuracy is less important than consistency.
- Disadvantage: Its team specific values and may not have any meaning for others.

Story points and baseline for Story



“Baseline study of current situation to identify the starting points for a story”

Story point is a arbitrary measure used by Scrum teams. This is used to measure the effort required to implement a story. In simple terms its a number that tells the team how hard the story is. Hard could be related to complexity, Unknowns and effort.

It is a relative term and does not directly co relate to actual hours . Since story points have no relevance to actual hours, it makes it easy for scrum teams to think abstract about the effort required to complete a story.

Cone of Uncertainty

