Fun and Estimation with Poker – FEP

Minor Project

INTRODUCTION

The purpose of this document is to define scope and requirements of a tool, fun and estimation with Poker – FEP. This tool will be developed using the concept of Playing Poker technique for Software Services Company. The organization focuses on software delivery using agile methodology. The estimation of software modules and add-on tasks need to be handled day in day out by various teams. The proposed system will enable the teams to get involved and come up with a well thought through estimate for the requirements. The estimates arrived at from FEP tool will becomes the basis for getting the effort approved from the client for a New or Change Requests. The estimation tool will be integrated with their Intranet and is available to the team anytime anywhere.

This document is the primary input to the development team to architect a solution for this project.

System Users

All the project teams of the software services will primarily use the Estimation using Fun and Estimation with Poker, FEP

Assumptions

1. For this project, this data will be uploaded using CSV files in the database directly from the backend. The client CSV file will have (a) client id and (b) client name; the project CSV file will have (a) project id, (b) client id, and (c) project title; and the task CSV file will have (a) project id, (b) requirement id, (c) requirement title, d) requirement description

2. Populate data of a deck from the backend as Fibonacci series 0, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89; The system will use this data for the team to play their card for estimation.

3. Since FEP tool is expected to use Intranet's authentication, for the purpose of this project, entering user name will take you to the user's landing page displaying the active estimation activities.

PLANNING POKER TECHNIQUE

This technique is based on a consensus of the team while arriving at the estimates. It encourages independent thinking and estimating in a time bound environment. As a practice, a deck of Fibonacci series is used, that reflects uncertainty while estimating a larger number. Let's see how; e.g. an individual wanted to make a choice of 6 where as in the deck the options available are 5 and then 8, this becomes a challenge. This crossroad makes the member consider 5 where s/he does not take into account the perceived uncertainty. Otherwise an estimate of 8 is played on to be on the conservative side by accounting for the perceived uncertainties. This model of estimation is very popular with agile development teams.

The estimation exercise is treated as a game where the team gathers; the moderator provides a deck of cards to each member. Each requirement is briefed,

the team is asked to estimate by playing a card from their deck. The card is kept inverted, the moderator shows the cards when the time is up. The members with extreme estimates are asked to justify the rationale. The consensus is reached by repeating this activity till everyone gets the same estimate for a requirement. In a manual session the discussions heats up, people have to voice their opinion for and against the rationale provided for a given requirement.

Read more on http://en.wikipedia.org/wiki/Planning_poker URL.

REQUIREMENTS

The Moderator sets up the project for estimation using Playing Poker technique. The project form will allow the moderator to select the project for which the estimate is needed. The client name and other details are displayed automatically by the system. List of team members to be included for this activity are selected via a list box. The date and time pickers are available to slot the session activities like a) Brief on Requirement, b) Estimate, c) Show Cards. The system sends an email communication to the participants with date and time information in the mail body.

While designing the system, consider this a virtual environment where team members are not present physically. They login from various locations via intranet. On accessing the FEP tool, the system will display a single screen with the client name, requirement id and requirement title along with a brief description. A timer will display the expected start time if the current time is less than the activity time set in the invitation. The timer will give an alert when the time starts for the estimation. The user can select one card from the deck and submit. The time left for the estimation is displayed, the timer goes off by 2 minutes.

As soon as the timer goes off, the system displays estimate cards selected by each of the participant. The minimum and maximum estimates are highlighted.

As soon as the timer for discussion appears, the participants of min and max estimate are alerted on the screen to write the rationale of the estimation done. They can revise the estimate by selecting another card from the deck master. The system will show an alert on the screen when the timer goes off.

This activity is repeated till a consensus is achieved.

DEVELOPMENT ENVIRONMENT

FEP will be developed as a web application using Java/JSP and DB2 database. Eclipse will be used as the IDE for the same. You may consider using a JavaScript framework like Prototype/ Scriptaculous/jQuery.