Estimating SS1 Backlog

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SYS 620 1W 21/SU1: Agile Systems Analysis and Design

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We arrived at a scale based on T-shirt sizes. We decided how much each story was by each choosing a story. The original person would assign a value to the story, and then the rest of the team would check that the estimation was fair.

Our scale is as follows: 1 is considered a very small project. This would take 1-2 man-hours and is simple, short, and not complex. A 2 is a small project. A 2 would take about half a day to complete. A 2 is fairly short, fairly simple, and not very complex. A 3 is a medium-sized project. A 3 would take a day for one person. A 3 is medium-sized, medium difficulty, and medium complex. A 5 was a difficult story. A 5 would take 2-3 days to complete. A 5 is large, difficult, and complex. An 8 is a very difficult story. An 8 would take about a week to complete. An 8 is large, very difficult, and very complex. Finally, a 10 is the hardest rating. A 10 would take more than a week to complete. A 10 is very large, extra difficult, and extremely complex.

If we were to use this method for development, we would be able to accomplish nearly 38 story points in two weeks. There are 4 of us and 10 points take a little over a week, so 4 X 10 = 40 - a little wiggle room. So we approximate that you could do 38 story points. The total initiative would take 30 X approximately 5 points per story. So 150 /38 = 4 sprints. This is a total of two months to complete.

Our team reconciled our differences of opinion on estimates by discussing and debating each project issue. Overall, we had very few which we disagreed on and needed any debate. As a group of four, there was the potential for our group to be split, at which time, we agreed to use the highest level of an estimate to provide for the adequate measure.