

Poker Planning

An approach to agile estimating

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March 18, 2013

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Estimation

Objective

- Answering the combined scope/schedule/ressources question for a new product

Facts

- Nearly $\frac{2}{3}$ of projects significantly overrun their cost estimates.
- 64% of the features included in products are rarely or never used
- The average project exceeds its schedule by 100%

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Conclusion

- Software estimation is hard!

Planning Poker

What is it?

- A consensus-based technique for estimating, mostly used to estimate effort or relative size of user stories commonly in software development.

Why use it?

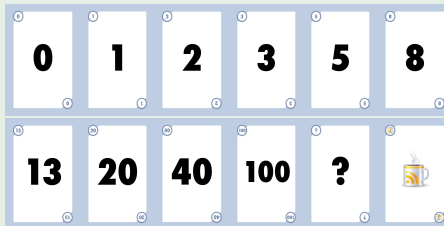
- Make the meetings more short and productive, by making them more fun and dynamic.
- Results in better estimations than other techniques.

Preparing for the meeting

Participants of a session

- All of the developers on the team (programmers, testers, database engineers, analysts, user interaction designers)
- Product owner

Material - A deck of cards



The meeting

Round 1

- 1 The product owner reads a agile user story (2 minutes).
- 2 The estimators discuss the feature, asking questions of the product owner as needed.
- 3 Each of the members choose an estimation card.
- 4 All cards are then revealed at the same time.

The meeting

Round 2 - n

- ⑥ If all estimators selected the same value, that becomes the estimate.
- ⑦ If estimations diverge, the high and low estimators expose their reasons.
- ⑧ A few minutes for the team to discuss about the story and the estimation.
- ⑨ Again, each estimator reselects a card and all cards are again revealed at the same time.

The meeting

Taking a decision

- The Planning Poker process is repeated until consensus is achieved
- But, in case the estimations don't converge by the 3rd round, there are some options:
 - Left the user story apart and try again later.
 - Ask the user to decompose the story in smaller parts.
 - Take the highest, lowest or average estimation.

Example

Round 1



Round 2



Solution

Start round 3 or take 3 or 5 as the estimation.

Some tools

Online software

<http://www.planningpoker.com/>

Mobile Apps

<https://itunes.apple.com/en/app/centare-planning-poker/id490139619?mt=8>
<https://play.google.com/store/apps/details?id=com.centare.PlanningPoker&hl=en>

Advantages vs Disadvantages

Advantages

- 1 Avoid anchoring effect.
- 2 Multiple expert opinions.
- 3 Planning poker results in more accurate estimations.
- 4 Encourages creativity, competitive spirit.

Disadvantages

- 1 Meetings with the whole team are expensive.
- 2 The duration of the meeting must be controlled.
- 3 Interference in the estimations.
- 4 Polarized estimations.

Conclusion

- 1 Agile Planning Poker is a quick, simple way to estimate the Effort required to complete your Agile Stories, if carried out correctly.
- 2 Creates consensus estimate rather than having a single person driving the estimate
- 3 Exposes issues early through discussion of each user story



Thank you!



Cohn, Mike

Agile estimating and planning. Pearson, 2006.



Cohn, Mike

Planning Poker

<http://www.mountangoatsoftware.com>



Hartman, Bob

An Introduction to Planning Poker

[agile.dzone.com/articles/
introduction-planning-poker](http://agile.dzone.com/articles/introduction-planning-poker)



Wikipedia

Planning poker.

wikipedia.org/wiki/Planning_poker