

Stories and Points

A better option for small projects

- A feedback-driven approach, to improve the estimates iteratively.
- Zero iteration initiates a set of stories
 - Stories are placeholders, not requirements
 - What makes a story manageable, schedulable, and estimable is the temporary lack of detail
 - The process of story creation never ends
- Estimating story points
 - Measure the complexity, or efforts (not necessarily time)
 - Golden story should have points in average (e.g., 3 within a range of 1 to 6)
 - Story points should be roughly linear

Stories and Points (continue)

Look through the process

- Plan 1st iteration
 - Iteration Planning Meeting (IPM) - 1/12 the duration of the iteration
 - Estimate the velocity (i.e., the number of story points would be completed)
 - Rank stories based on their business value and choose those whose total points is up to velocity
- Midpoint (of the iteration) review meeting
 - Check the progress and adjust the assignment of stories if necessary
- The End of the Project
 - when no more stories in deck worth implementing