HW7

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Summary：You are hired as a new Agile Leader (Scrum Master) and leading a new development team (10 Developers). You received the requirements (100 User Stories) and asked to size the development effort. You plan on using Scrum as your development method with 2 week Scrum cycles. Your leadership would like to understand the following:

What data-driven techniques are available to estimate effort in agile user stories? What are the pros and cons of the top three techniques? (Hint: Expert Judgement, LOC, Planning Poker, the method taught in class, etc.) (Max 200 words)

What information is missing to accurately size the project using data-driven techniques? (Max 200 words

1. According to lecture and “What are the Best Methods for Estimation of Software Projects?” from <https://www.netsolutions.com/insights/how-to-estimate-projects-in-agile/>, there are several methods for agile estimation. I want to present Planning poker, Analogy and T-shirt Size estimation for my boss. The advantage of planning poker is that it uses fewer items, creates connections between team members and ensures that everyone's opinion can be heard. By estimating within the group, the values are kept within an order of magnitude while ensuring that the squeezed work is prioritized by the team. When using analogies to estimate agile development, the estimated size of the story is compared to other stories. This estimation model is more efficient for teams with experience and better mutual understanding. When using the T-shirt estimation model, there tend to be more novices on agile development teams, so the valuations obtained will be more sketchy.
2. For this project, I think we first need to define what a unit of story points is. We need to get the productivity and production rate needed for a unit of story points to be used to complete and enhance this project. Likewise, I think there needs to be something related to budget, such as the budget to complete a particular story point.