Agile Austin U - Class IV
Estimation & Release Planning

Walter Bodwell, Planigle
Yasser Farra, BancVue

October 7, 2013

Schedule

09/16	Agile Values & Principles	David Hawks / David Merryweather
09/23	Scrum Overview & Roles	Kincade Park / Tracy Whitehill
09/30	Agile Requirements & User Stories	Earl Everett / Raje Siraj
10/07	**Release Planning & Estimation**	**Walter Bodwell / Yasser Farra**
10/14	Sprint Ceremonies	Mark Spitzer / Lou Bailey
10/21	Scrum Simulation	Jason Morillo / Max Ekesi
10/28	Kanban & Lean Overview	Colin Turner / Ned Horvath
11/04	Agile Technical Practices	Eric Stewart / Mike Lepine
11/11	Retrospectives	Earl Everett / Yasser Farra

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Team Agreements

- Be on time
- Turn off / silence your cell phone
- Cancellations made 48-hours in advance
- Talkative people ask more questions to get the entire group talking
- One conversation at a time
- Positive comments are always welcomed
- Raise your hand to speak
- Quiet hand raise to grab attention after exercise

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Platinum Sponsors:

Gold Sponsors:

Silver Sponsors:

Bronze Sponsors:

Tonight's food:

Facilities generously provided by

Exercise: Forming

3 minutes

- Divide room into two halfs

- Each half breaks into three teams

- Each team has a product owner

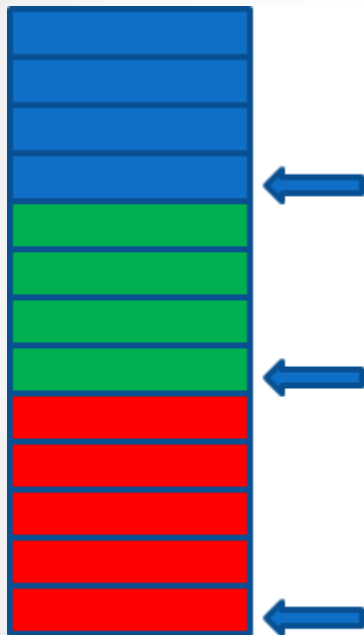- Each team has a scrum master

- Each team has team members

Identifying Your Teams

- The Right Size
- Able to get it done

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Divvying Things up

If each team misses one story in the release, the highlighted stories won't make it

By better distributing stories amongst the teams, look which stories won't make it

Bad

Good

Exercise: Divvying Things Up
7 minutes

- Divvy the stories up among 3 teams
- Note: Ranking is on each story

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Walter Bodwell

- Doing agile since 1999

- Start ups / Enterprises

- Planigle – Consulting and Training

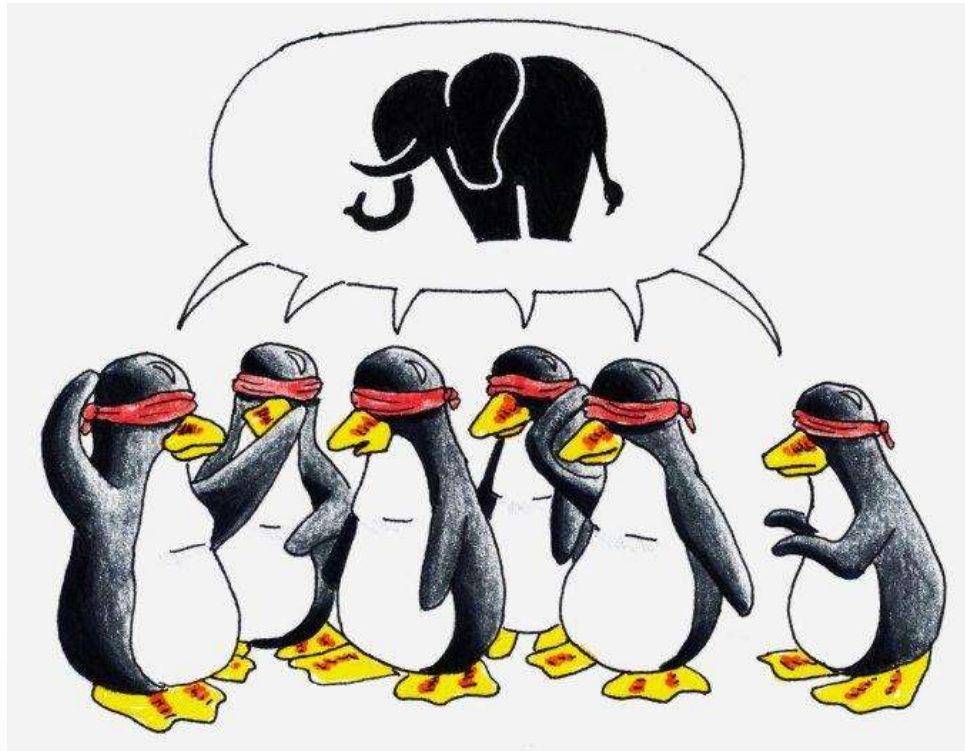- Qcue – VP, Engineering

- Agile Austin - VP

Yasser Farra

- Doing agile since 2007

- Four different companies (L, M, S)

- BancVue – Director of Engineering

- Agile Austin - Treasurer

Goals of Estimation

- Understanding
- Identify Relative Cost

Story Points

It is all relative

- Easy
- Not tied to people
- No padding
- Don't degrade
- Automatically adjust
- End to end

Modified Fibonacci

Types of Estimation

- Planning Poker
- Affinity Estimation

Planning Poker

Exercise: Planning Poker

15 minutes

- Pick a baseline story for the 3 teams
- Each team sizes the top half of their backlog using planning poker

Affinity Estimation

Exercise: Affinity Estimation

10 minutes

- Use the same baseline story

- Now estimate the other half of your backlog

Velocity

Velocity Across Teams

What is Release Planning

- A plan to deliver incremental product value

Goals

- Same page
- What is likely
- Balance load
- Predictability

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When To Do It

- Major features
- More than one iteration
- Predictability is important
- Urgency/Visibility desired

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When Not To Do It

- No track record
- Small features / enhancements
- Maintenance work
- Short releases

What to Plan

- Feature Stories
- Related tech debt and defects

What NOT to Plan

- <u>Other</u> tech debt and defects

New

Change priority

Not needed
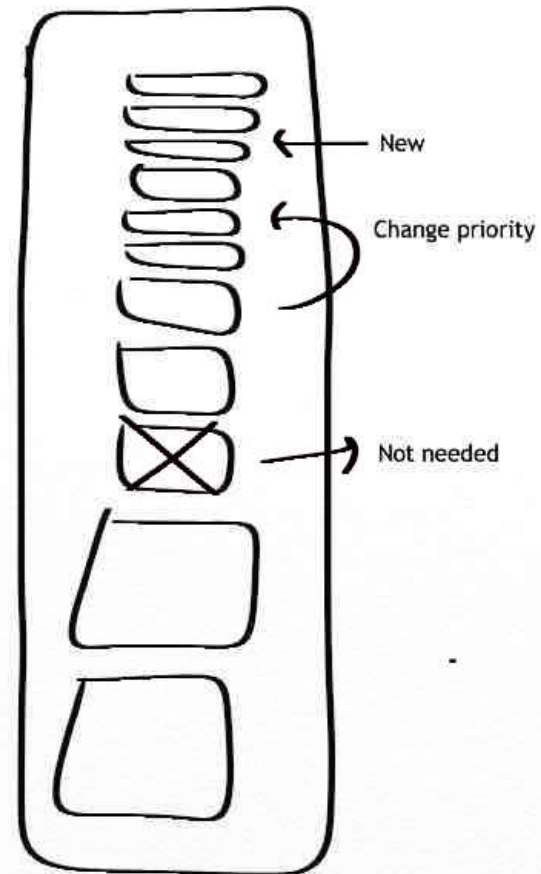
Hardening Iterations

Planning the Release

- Kickoff / overview

- Break out sessions

- Review results

Deliverables

- Plan for each iteration

- Assumptions

- Dependencies

- Risks

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Dependencies

- Single team
- Do the work together
- Implement service first
- Stub out service

Confidence – Fist To Five

Exercise: Release Planning

20 minutes

- Assume 4 iterations
- Assume a velocity for each team
- Plan the stories out across your three teams
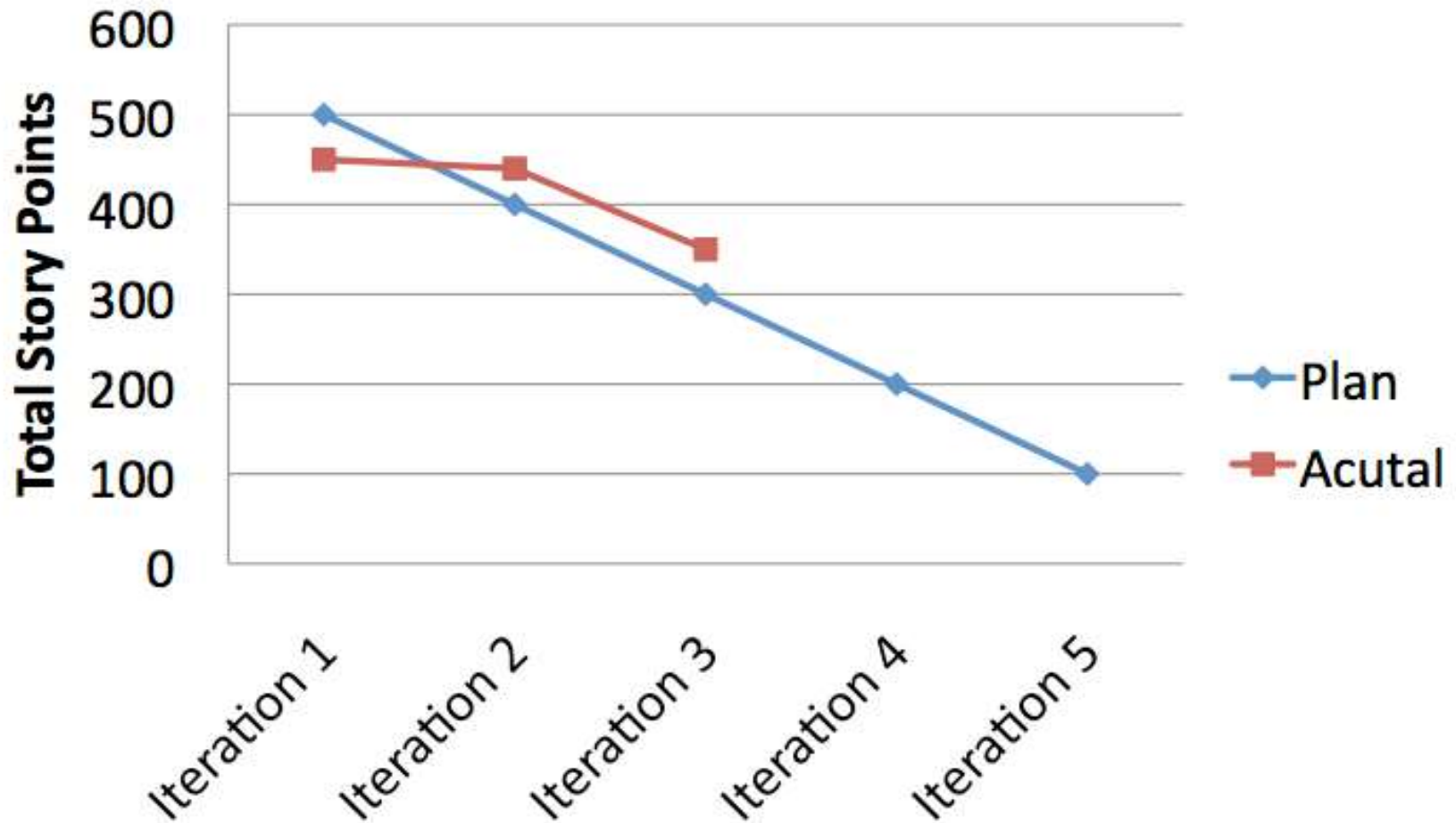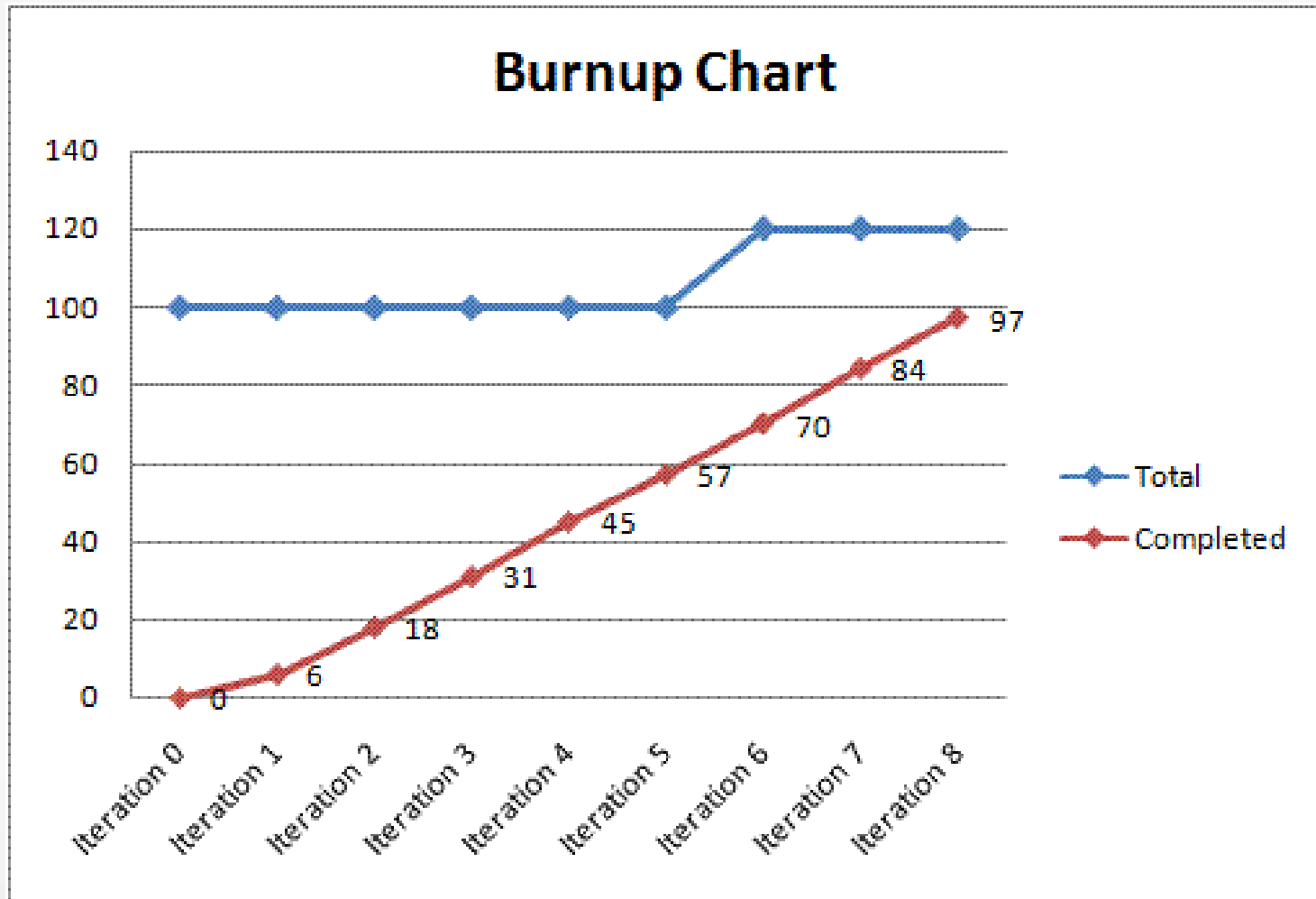- Assumptions?
- Risks?
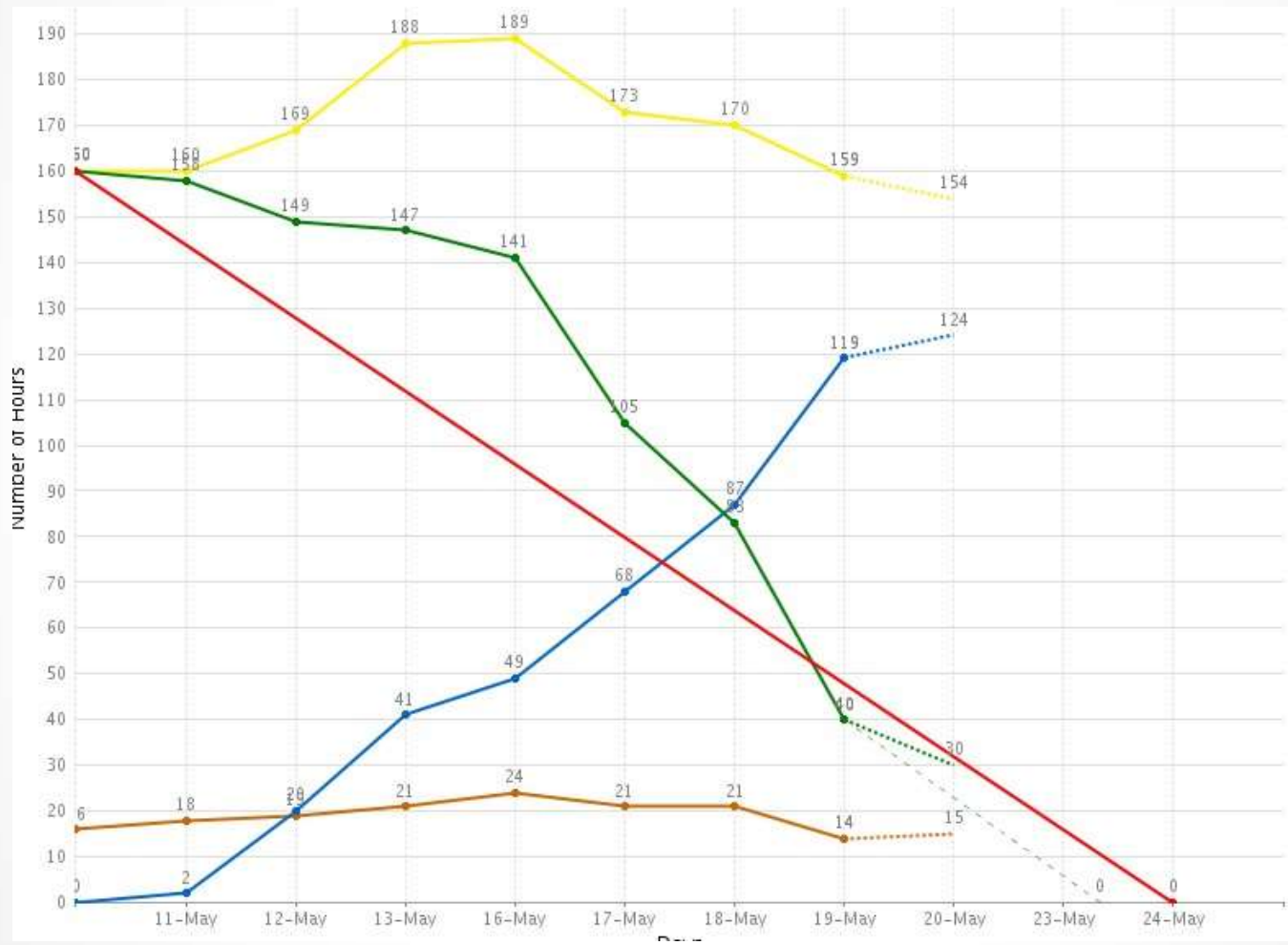- Dependencies?

Committing

Date

Themes

~~Features~~

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Release Burndown Chart

Release Burnup Chart

Burnup Chart

Release Combo Chart

Release Retrospective

Q & A

Resources

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Robert C. Martin Series

Agile Estimating and Planning

Mike Cohn

Forewords by Jim Highsmith, Agile Practice Director, Cutter Consortium, and Gabrielle Benefield, Director, Agile Product Development, Yahoo!

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