Agile Austin U - Class IV
Estimation & Release Planning

Walter Bodwell, Planigle

Yasser Farra, BancVue

May 16th, 2013

Schedule

You are here

04/23	Agile Values and Principles	David Hawks / Chris Brooks
04/30	Scrum Overview and Roles	Kincade Park / Tracy Whitehill
05/07	Agile Requirements and User Stories	Earl Everett / Ben Allums
05/16	Release Planning and Estimation	Walter Bodwell / Yasser Farra
05/21	Sprint Ceremonies	Lou Bailey / Matt Roberts
05/28	Scrum Simulation	Jason Morillo / Connie Montgomery
06/04	Kanban and Lean SW Overview	Colin Turner / Ned Horvath
06/11	Agile Technical Practices	Rick Grashel / Eric Stewart

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Team Agreements

- Turn off / silence your cell phone
- 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

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)
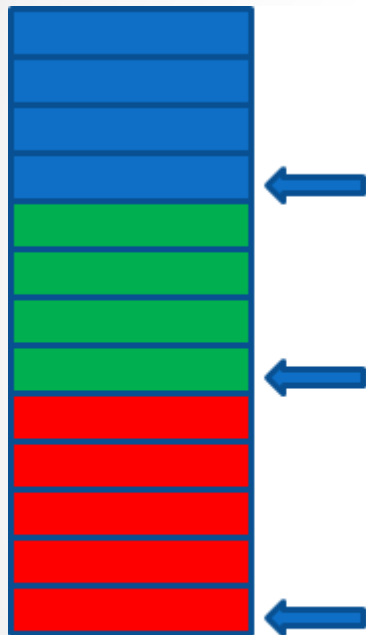- BancVue – Director of Engineering
- Agile Austin - Treasurer

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Identifying Your Teams

- The Right Size
- Able to get it done

Divvying Things up

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

Bad

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

Good

Exercise: Divvying Things Up

10 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
- Divvy the stories up among 3 teams
- Note: Ranking is on each story

Goals of Estimation

- Understanding
- Identify Relative Cost
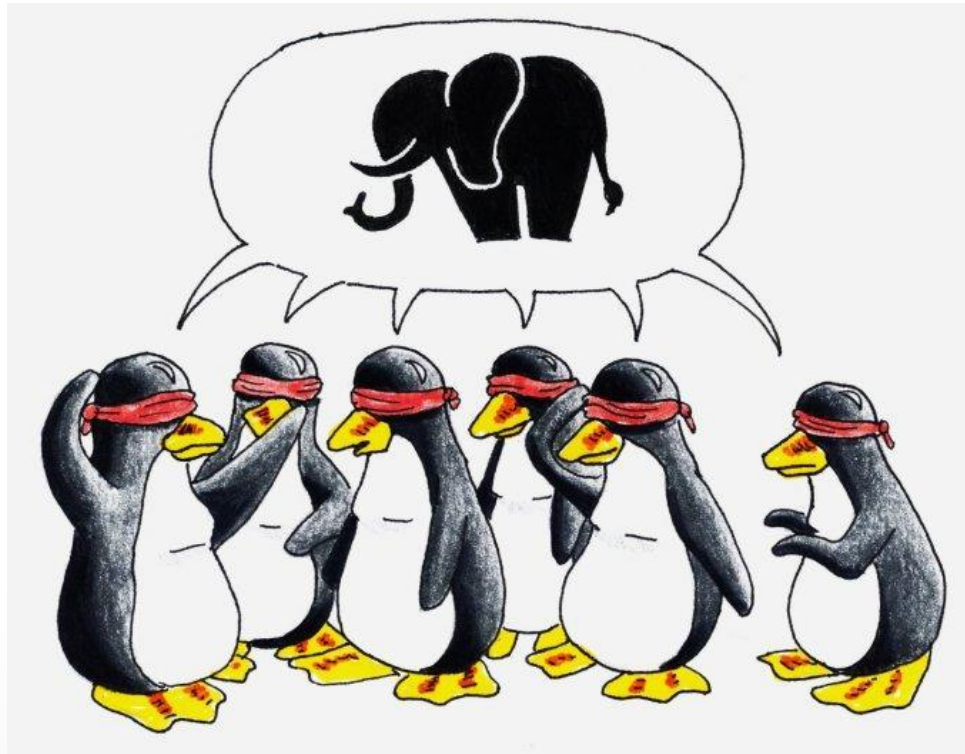
Story Points
It is all relative

- 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

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Affinity Estimation

Exercise: Affinity Estimation

10 minutes

- Use the same baseline story
- Now estimate the other half of your backlog

5 Min Break

Velocity

Velocity Across Teams

What is Release Planning

- A plan to deliver incremental product value

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Goals of Release Planning

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

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

What NOT to Plan

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

New

Change priority

Not needed
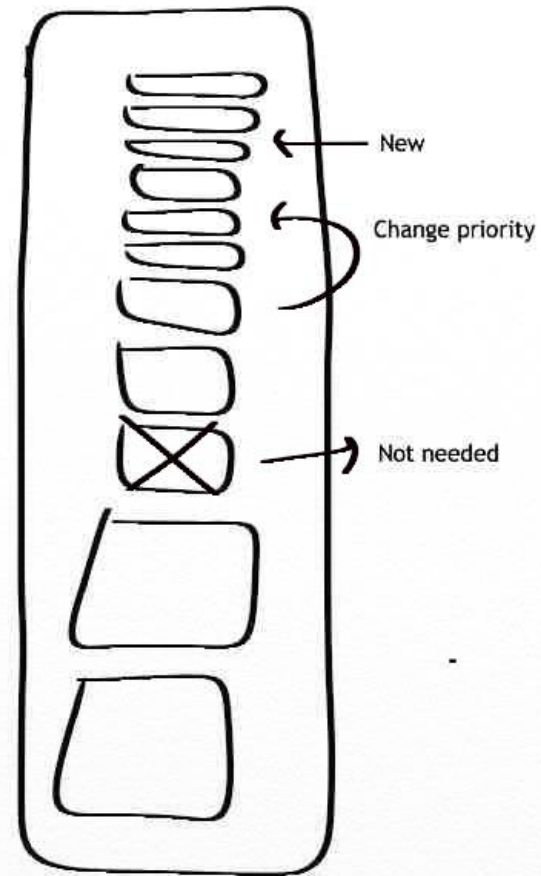
Hardening Iterations

Planning the Release

- Kickoff / overview
- Break out sessions
- Review results

Deliverables

- Plan for each iteration
- Assumptions
- Dependencies
- Risks

Strawman Plan

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
Phase	Phase 0						Phase 1											
Iteration	Iteration 24			Iteration 25			Iteration 26			Iteration 27			Iteration 28			Iteration 29		
Start Date	12/15/2011			12/29/2011			1/12/2011			1/26/2011			2/9/2012			2/23/2012		
	Issues	JIRA	Points	Issues	JIRA	Points	Issues	JIRA	Points	Issues	JIRA	Points	Issues	JIRA	Points	Issues	JIRA	Points
Team A	0		0	29		28	44		21	40		23	44		17	44		13
				BUS-4542	JIRA	10	BUS-4546	JIRA	8	BUS-4693	JIRA	20	BUS-4650	JIRA	2	BUS-4641	JIRA	2
				BUS-4493	JIRA	3	BUS-4547	JIRA	13	BUS-4557	JIRA	3	BUS-4651	JIRA	2	BUS-4642	JIRA	2
				BUS-4640	JIRA	2							BUS-5105	JIRA	13	BUS-4643	JIRA	2
				BUS-4645	JIRA	2										BUS-4644	JIRA	2
				BUS-4646	JIRA	8										BUS-4648	JIRA	5
				BUS-4649	JIRA	2												
				BUS-4652	JIRA	1												
Team B	30		30	37		24	N		0	N		0	N		0	N		0
	BUS-4545	JIRA	30	BUS-4543	JIRA	6												
				BUS-4794	JIRA	8												
				BUS-4492	JIRA	5												
				BUS-4707	JIRA	5												
Team C	10		10	10		2	10		0	10		0	10		0	10		0
	BUS-4545	JIRA	10	BUS-4639	JIRA	2												

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
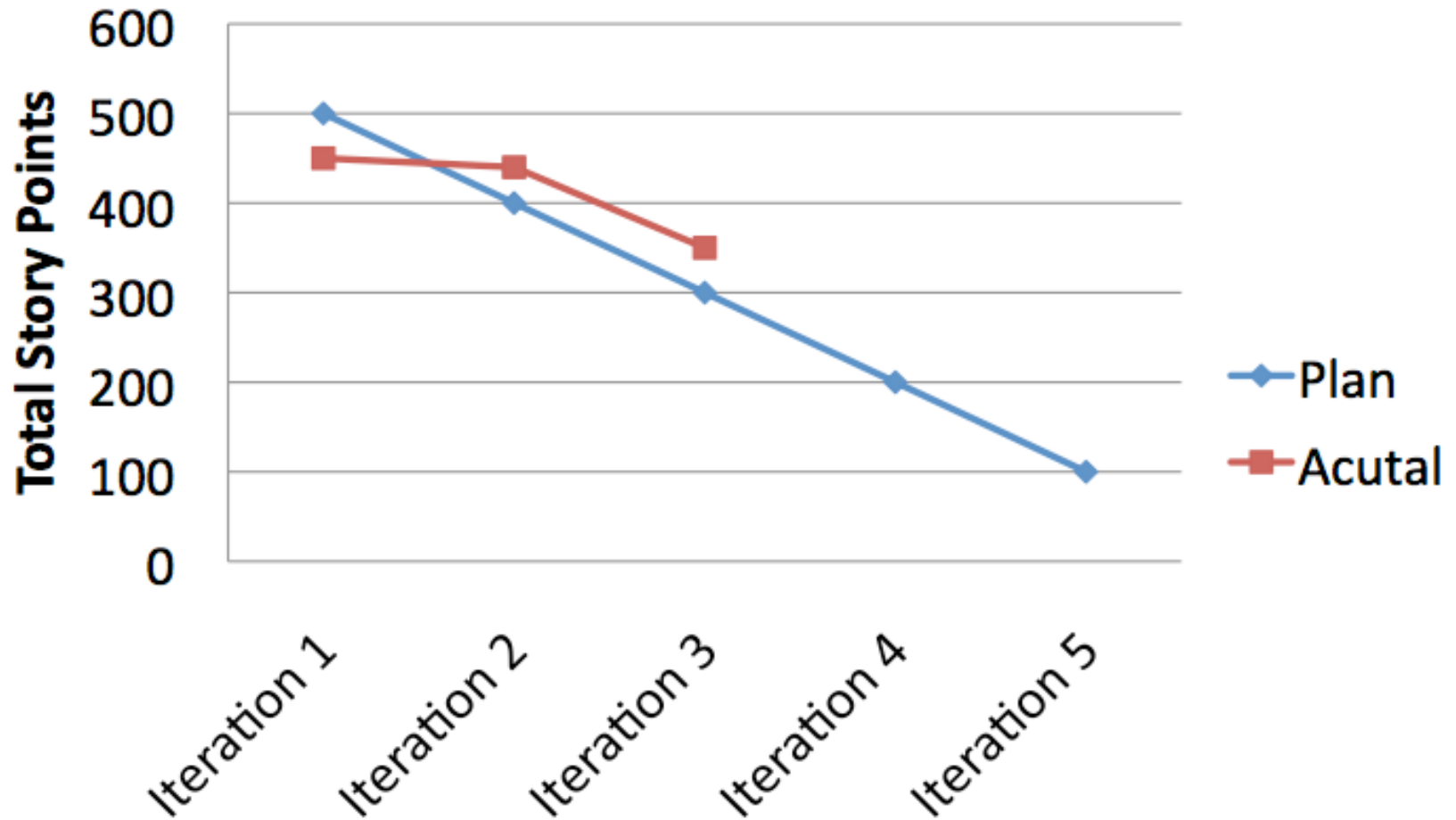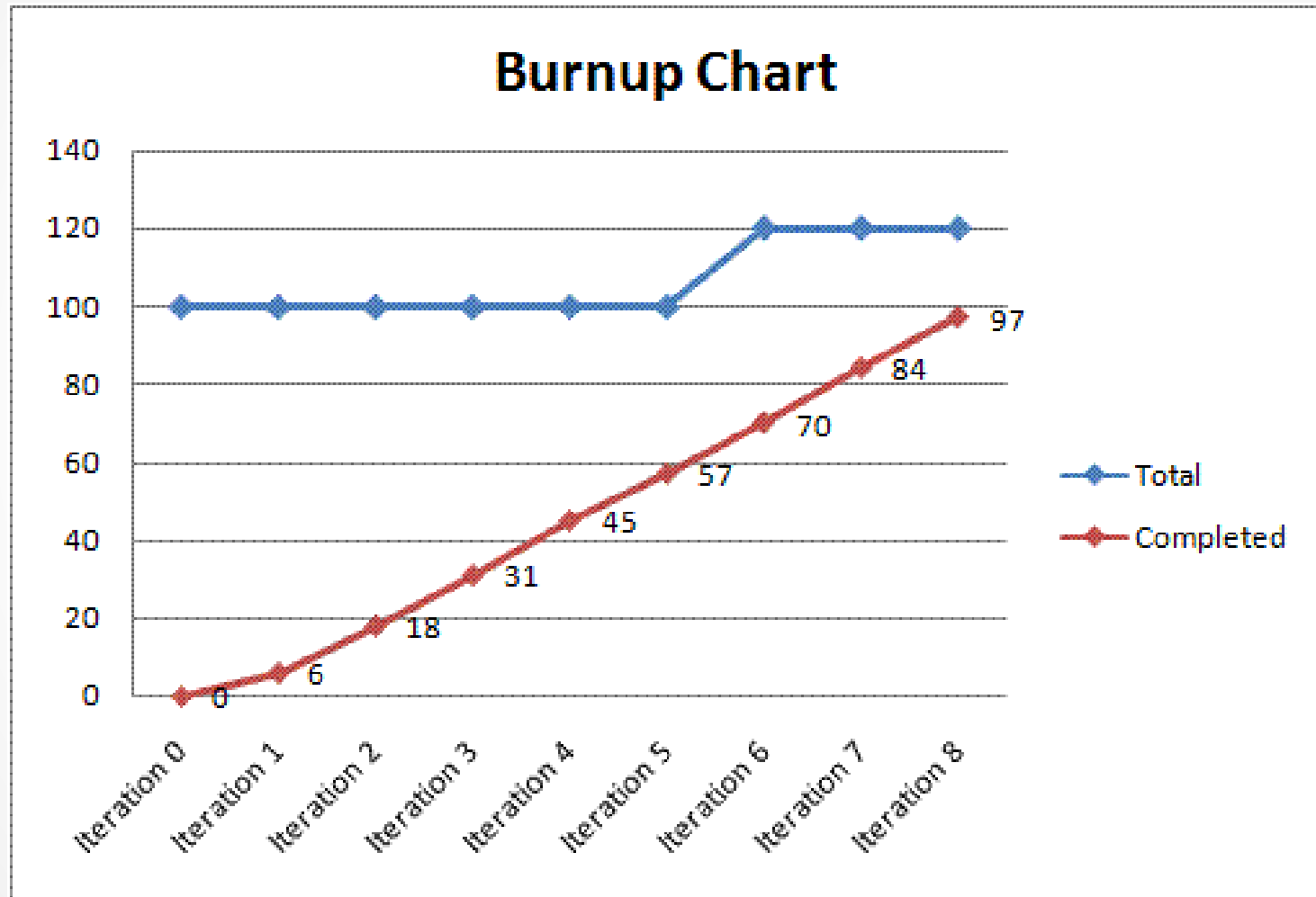- Assumptions?
- Risks?
- Dependencies?
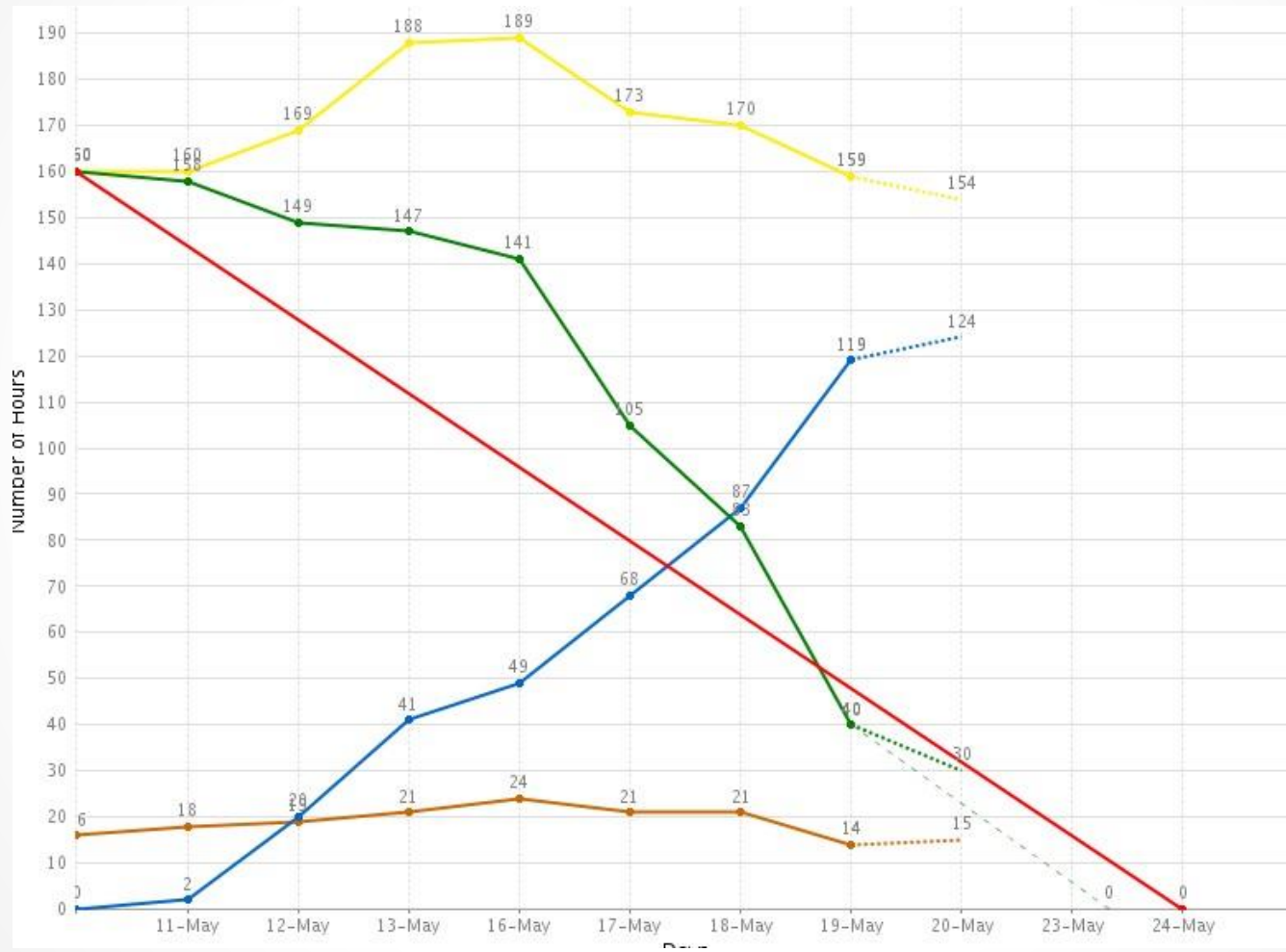
Committing

Date
Themes
~~Features~~

Release Burndown Chart

Release 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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