Visual & active collaboration using

AGILE ESTIMATION 2.0

Presented by Brad Swanson & Björn Jensen
@ ScrumGathering Shanghai April 19 - 20
Set the first story on the table. No story point value.
TEAM ESTIMATION GAME by STEVE BOCKMAN

Product Owner

Scrum Master

Development Team

Product Backlog

US#1

US#2

One person at a time place the next story: smaller on the left, larger on the right.
Similar sized stories are grouped together.
TEAM ESTIMATION GAME BY STEVE BOCKMAN

Product Owner (PO) → Scrum Master (SM) → Development Team (TM)

US#1
US#2
US#3
US#4
US#5
US#6
US#7
US#8

Product Backlog

Presented by Brad Swanson & Björn Jensen
@ ScrumGathering Shanghai April 19 - 20
TEAM ESTIMATION GAME BY STEVE BOCKMAN

Product Owner  Scrum Master  Development Team

PO  SM  TM

Product Backlog

US#8  US#3  US#1  US#5  US#2  US#4
TEAM ESTIMATION GAME BY STEVE BOCKMAN

Product Owner (PO)  Scrum Master (SM)  Development Team (TM)

US#5  US#6  US#1
US#3  US#2  US#4

Product Backlog

Presented by Brad Swanson & Björn Jensen
@ ScrumGathering Shanghai April 19 - 20
TEAM ESTIMATION GAME

Product Owner (PO)
Scrum Master (SM)
Development Team (TM)

Product Backlog
US#5  US#6  US#1
US#3
US#8
US#2  US#4
US#7
TEAM ESTIMATION GAME BY STEVE BOCKMAN

Product Owner (PO) > Scrum Master (SM) > Development Team (TM)

Product Backlog:
- US#5
- US#6
- US#1
- US#8
- US#3

US#2
US#4
US#7

Presented by Brad Swanson & Björn Jensen
@ ScrumGathering Shanghai April 19 - 20
DECIDE POINT VALUES LAST

Last step: assign point values to each group.

Product Owner (PO)

Scrum Master (SM)

Development Team (TM)

Product Backlog

1. US#5
2. US#6
3. US#1

4. US#2
5. US#3
6. US#4

7. US#7
8. US#8

There might be gaps in the sequence

Presented by Brad Swanson & Björn Jensen
@ ScrumGathering Shanghai April 19 - 20
TEAM ESTIMATION GAME IN PRACTICE

• **Given**: a ranked product backlog for a playground

• **Estimate** the backlog items applying the rules of the *team estimation game*:
  
  – Place the first (highest ranked) story card in the middle
  – Players take turns with two options per player:
    • Place the top story card off the stack on its estimated size or
    • Move a previously placed card to a new location
  – During a turn:
    • Other team members only ask clarifying questions
    • They must *not* express their own opinions
  – When the stack is empty, each player may take one more turn to
    move a card
  – Assign story point values to each group of cards using a
    system you prefer (fibonacci, power-of-2,...)
COLOR CODING

Product Owner (PO) ▶ Scrum Master (SM) ▶ Development Team (TM)

1. US#7  2. US#4  3. US#1  5. US#2  8. US#3

Product Backlog

Presented by Brad Swanson & Björn Jensen
@ ScrumGathering Shanghai April 19 - 20
COLOR CODING IN PRACTICE

• **Given**: an estimated set of User Stories

• **Rethink** your estimation applying the **color coding**:
  – What aspects of your stories are important for estimation? Discuss this with your team
    • Example: type of materials used, number of pieces, method of construction, etc.
  – Assign a different color to represent each of these important aspects, and tag each story card with its appropriate colors.
  – After coloring your stories, discuss your estimates once again with the team. Do you think any of the estimates should change?
DYNAMIC TEAM ESTIMATION

• **Given:** a ranked product backlog for a playground

• **Estimate** the backlog items with fewer rules:
  – Place the cards on the table based on estimated size
  – Any team member may move any card at any time
  – Many cards may be moving at the same time
  – The team should discuss each move as a group

  – Assign story point values to each group of cards using a system you prefer (fibonacci, power-of-2,...)