AgileUpgrade

Forget about estimation!

Jesper Boeg

www.AgileUpgrade.com

agileupgrade@gmail.com



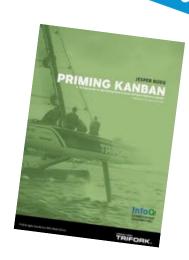






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WHO AM I?



VP - Trifork Agile Excellence Twitter: @J_Boeg





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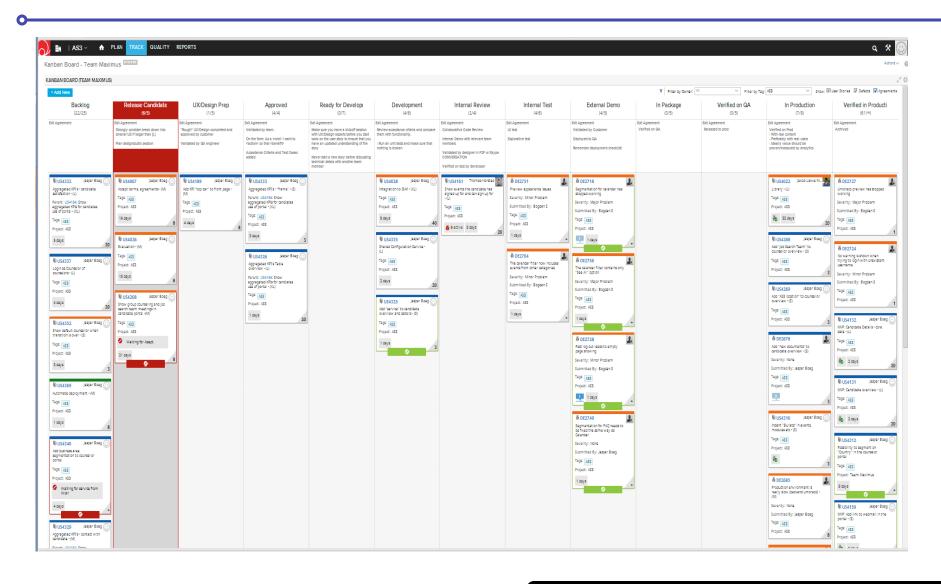
- ► Review, coaching and training
 - ▶Scrum
 - ▶ Kanban
 - ► Agile
 - Lean
- ► See more at www.AgileUpgrade.com



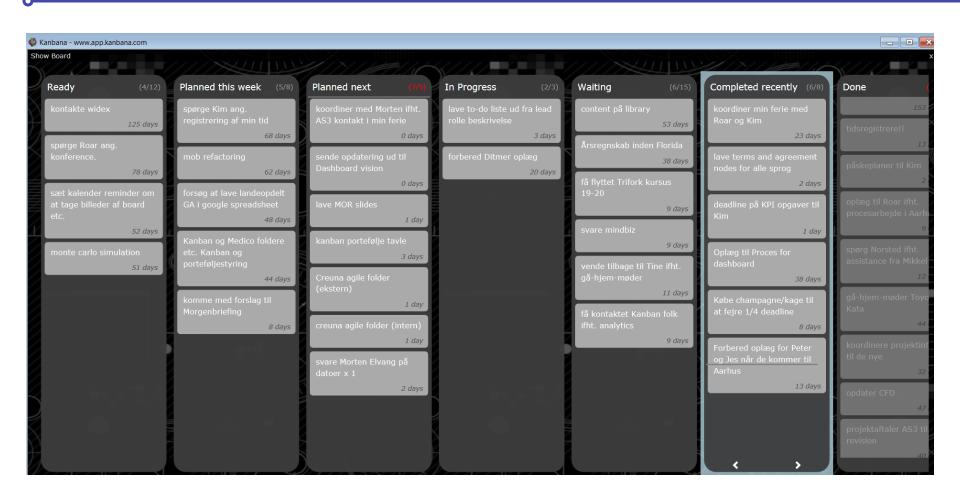
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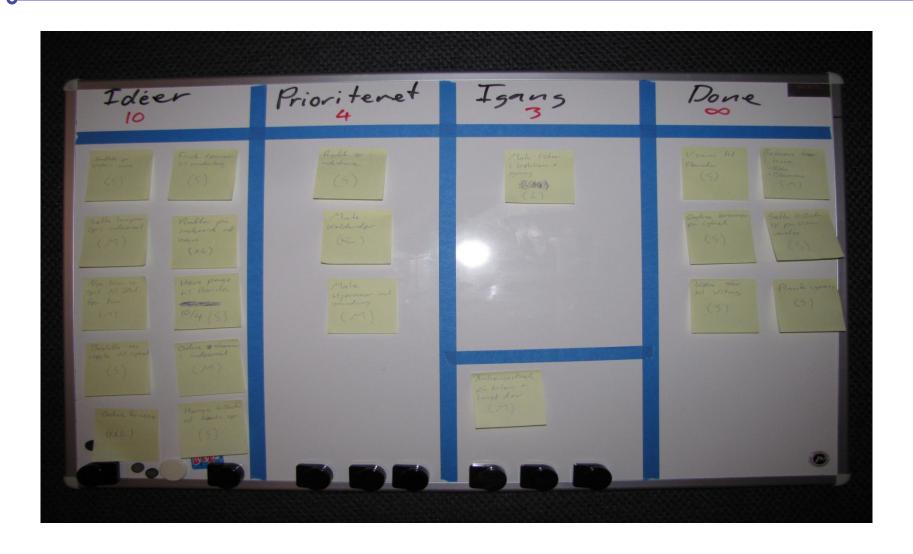
Team



Personal



Maybe taking it too far?



In general

- ► Please let me know if:
 - You have questions (The primary goal is not to go through every single slide)
 - ▶ If I am not making any sense
- ► You will get the slides

Agenda

- 1 What not to do
- 2 How estimates really work
- 3 The simple alternative
- 4 Tracking and reporting

Known knowledge



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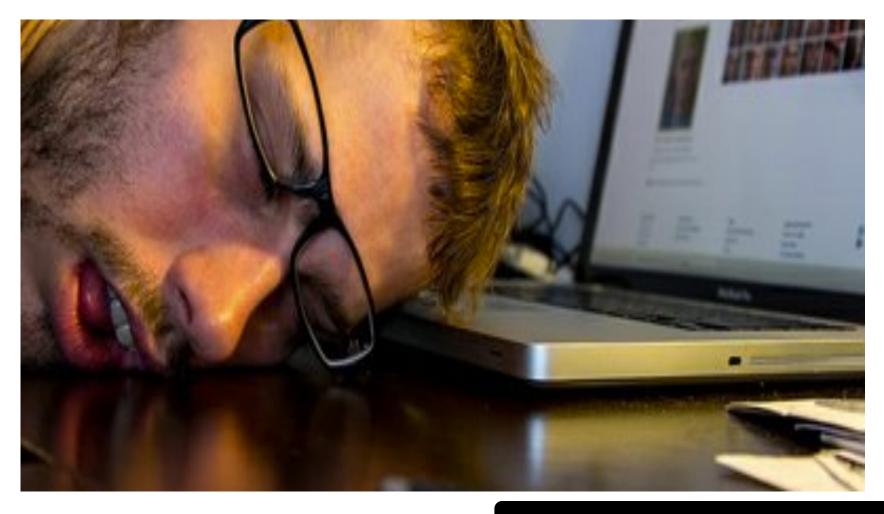
Why estimate?



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WHAT NOT TO DO

2 User Stories, 3 hours, 5 people



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Why do we make the same mistakes again and again and again.....



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The blame game



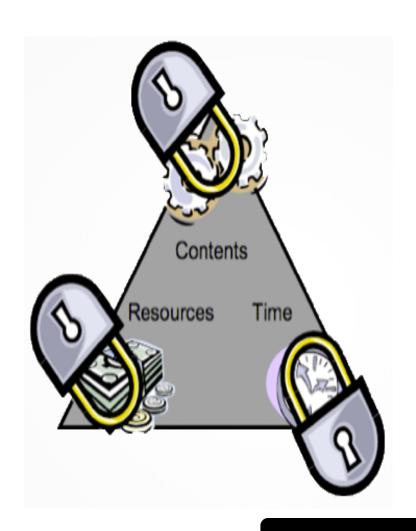
Expecting manufacturing precision



Why don't we just ask the tech-lead?



I have made it easy for you



Using time



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Expecting the team to know



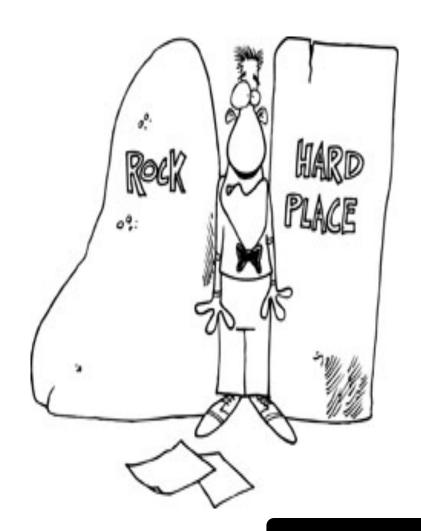
THE AUTHOR OF THE WINDOWS FILE COPY DIALOG VISITS SOME FRIENDS.

Could I borrow two days of your time for estimation?



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Detail != predictability



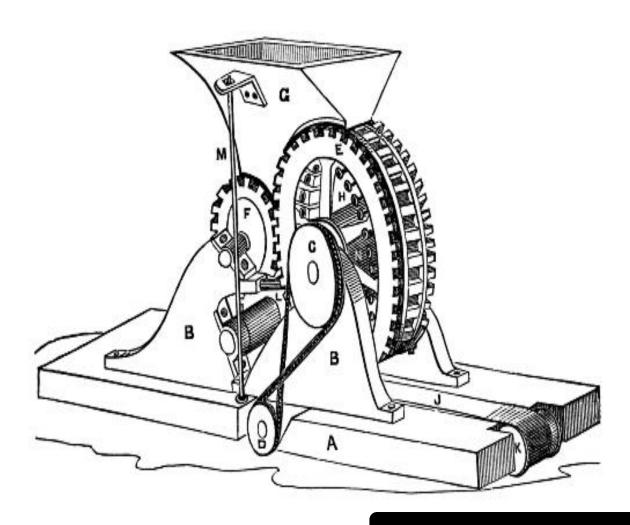
Tasks are NOT for planning and reporting

$$p = \left(\frac{rr''\delta}{M}\right)^{2} \sqrt[3]{\left(\cos 2\varphi^{2} \left(\frac{\cos \frac{1}{2}\delta}{\cos \varphi \left(1 - \frac{2\sin \frac{1}{4}\delta^{2}}{p\cos \varphi}\sqrt{rr'\cos \varphi}\right)}\right)^{8}\right)}$$

This time there will be no...



Story point machine



Death spiral





How estimates really work

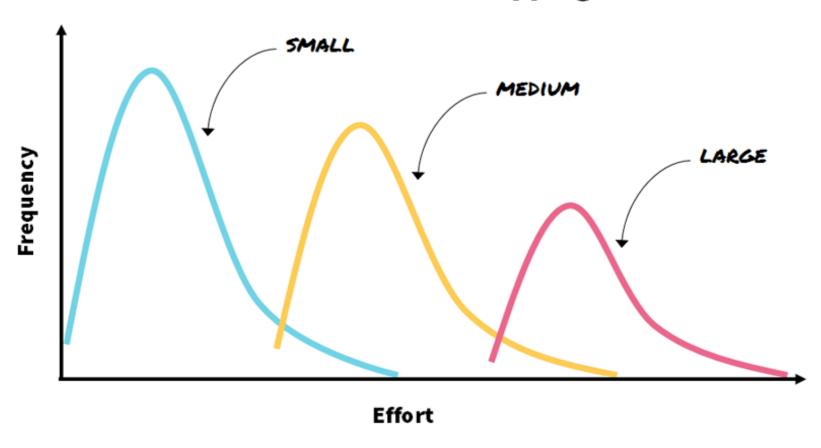
"Guesstimate" is not a real word



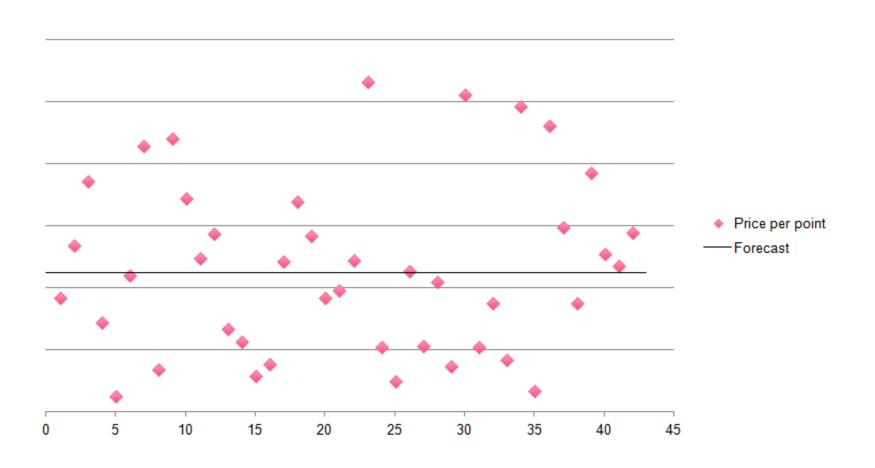
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Estimates are not single numbers

Distribution with overlapping tails



Don't give up on Predictability



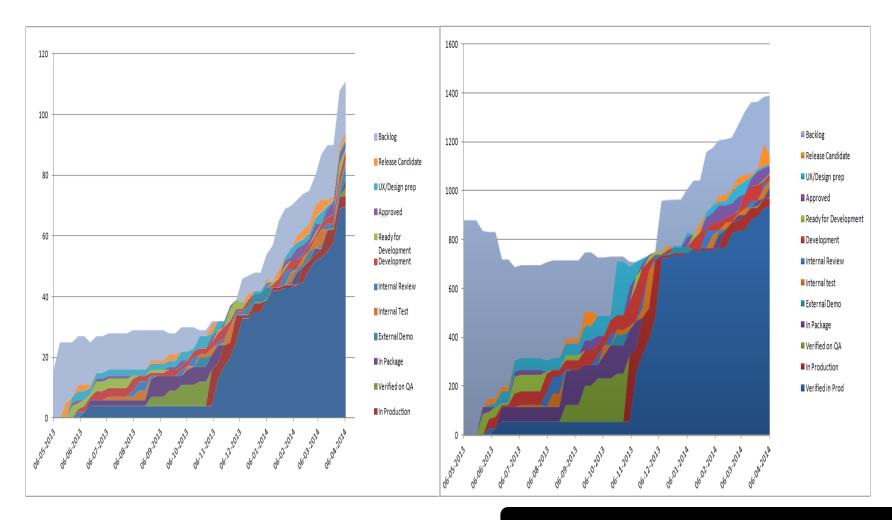
Story points considered harmful



► http:// softwaredevelopm enttoday.blogspot. co.uk/2012/01/ story-pointsconsideredharmful-orwhy.html

Twitter: @J Boeg

#NoEstimates - problems



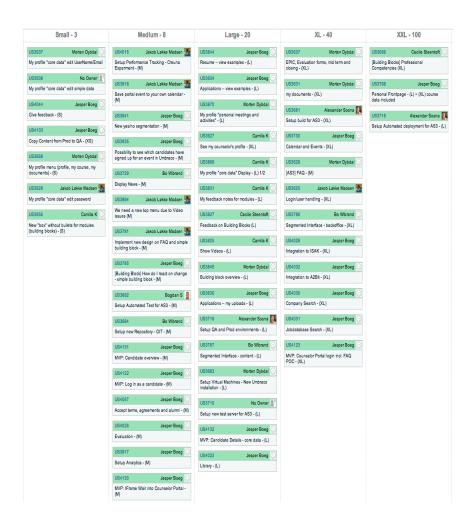
THE SIMPLE ALTERNATIVE

T-shirt Sizes and story points



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Keep it comparative



Why both T-shirt and points?



How do we know the ratio?

| T-shirt size | Assigned ratio | Actual ratio |
|-----------------|----------------|----------------------|
| XS | 1 | 1.08 |
| S | 3 | 2.59 |
| M | 8 | 8 |
| L | 20 | 21.28 |
| XL | 40 | 35.49 (limited data) |
| XXL | 100 | NA |

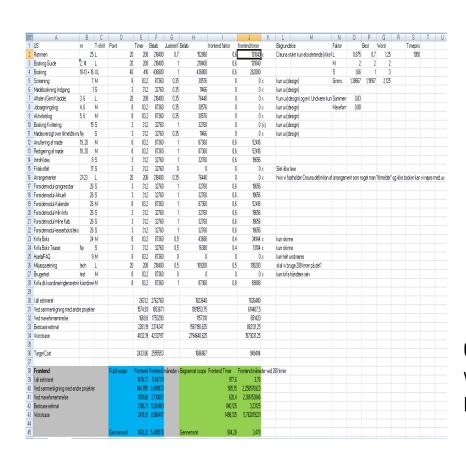
Follow these simple rules

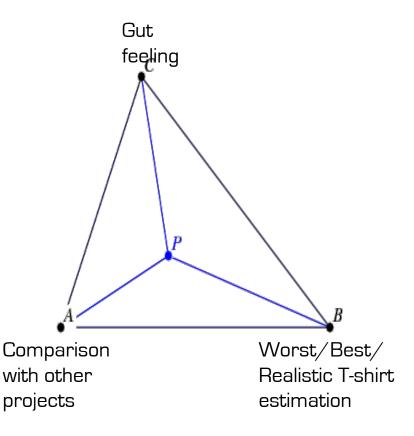
- New items in the backlog are estimated at the daily standupmeeting
- ALL estimates are comparative and in story points
- User Stories are ONLY re-estimated if they drastically change or are broken down
- All defects are assigned the same estimate (in our case XS) and only count if they are found on functionality that has been more than 1 month in production
- Completed points are based on features deployed to the production environment (or similar)
- Point -> \$ is based on data (as soon as it becomes available)

Roughly 0.4 percent is spent on estimation – that is 1/250



New team on a new project IS different



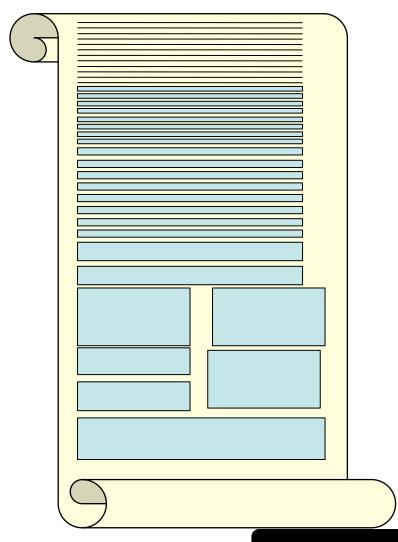


TRACKING AND REPORTING

How much are you off? (cost)

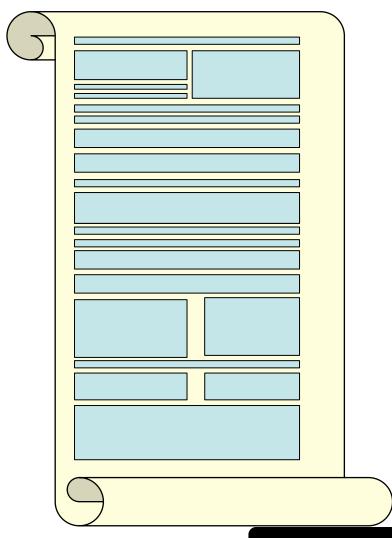
- **▶**0-10%
- **▶**11-30%
- **▶**31-50%
- **▶**51-100%
- **▶100+**%
- ►No idea

Real backlogs do not look like this



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But fortunately more like this



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Predictability



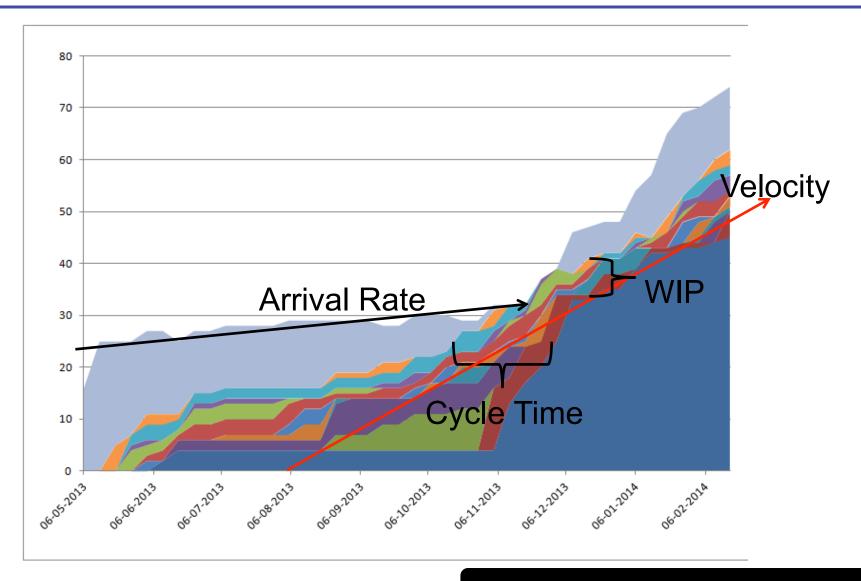
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Velocity is the easiest metric to game



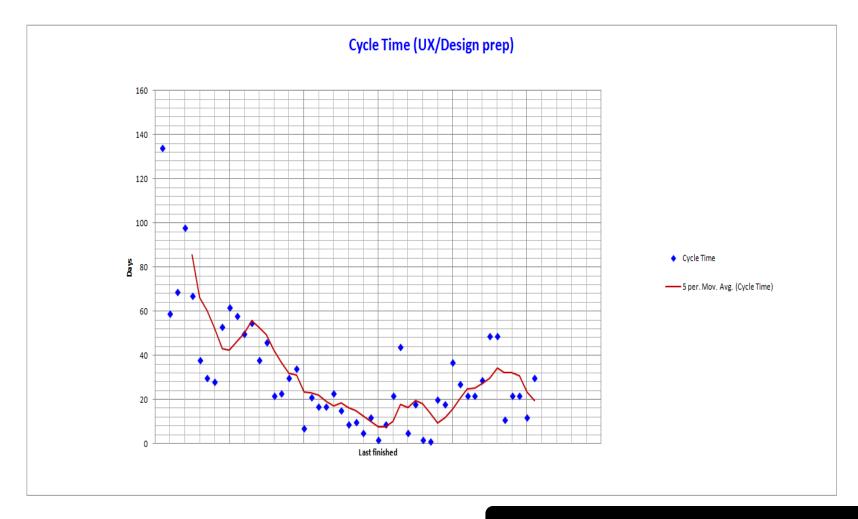
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CFD



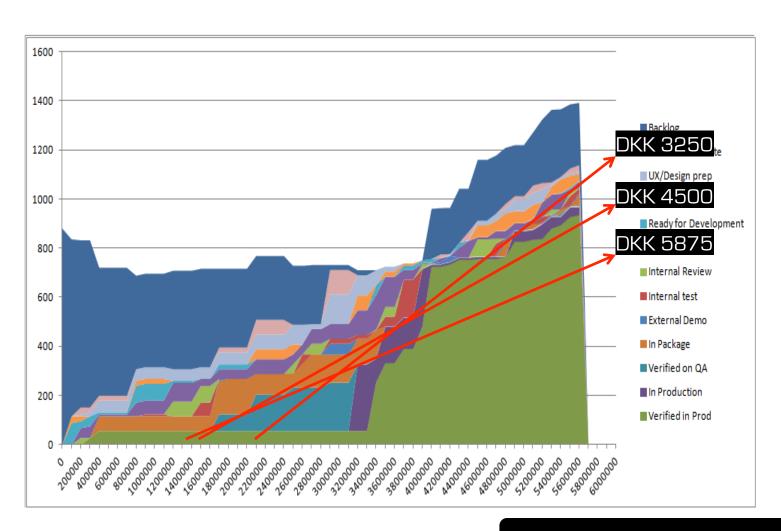
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Cycle time

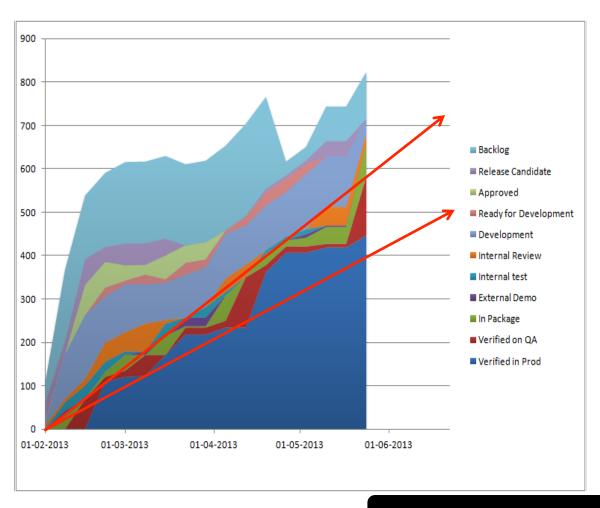


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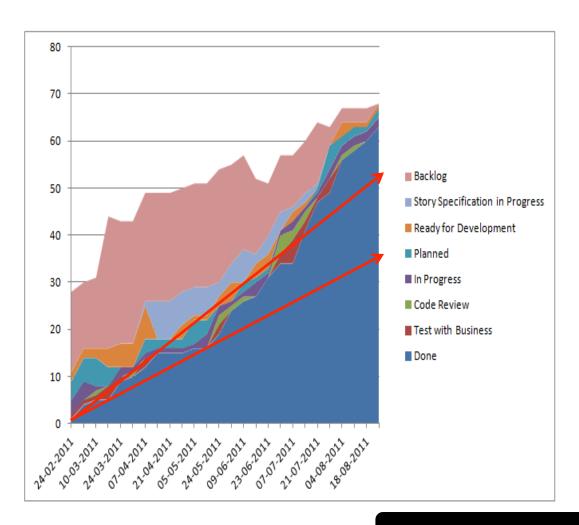
Data eats detail for breakfast



The power of data

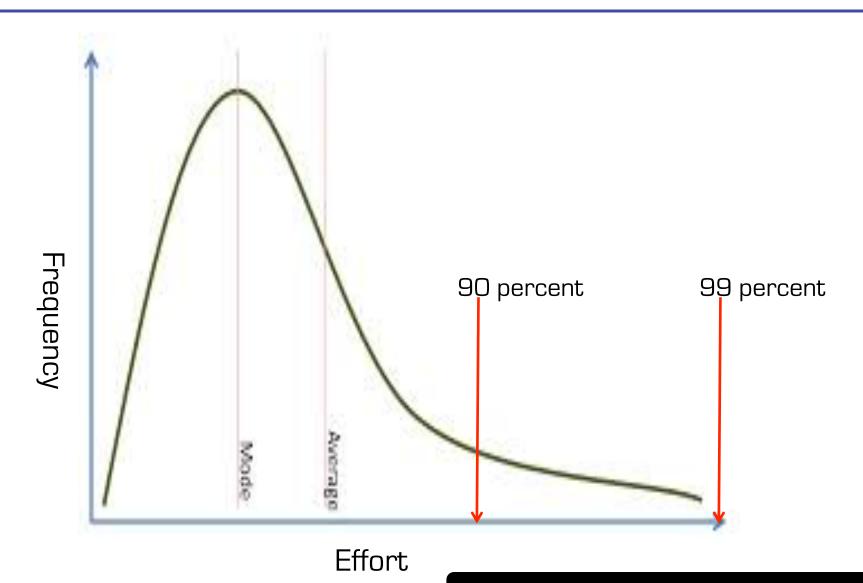


Improvement



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Probabilistic forecasting



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BUT! Pressure equals unpredictability



Don't forget the vision



To The Future



Take-aways

- Don't use estimates for blame games and don't expect the team to know
- Estimates are a distribution NOT a single number
- #NoEstimates is an interesting movement but with a narrow focus on predictability
- Story Points and T-shirt sizes can make it much easier to acknowledge uncertainty
- Data beats detail every time!
- Don't make output velocity goals. Velocity is far too easy to game and you will lose your predictability on the way
- Don't forget the Vision

Essay on estimation

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SCRUM KANBAN AGILE/LEAN BLOG CONTACT HOME



STOP WASTING TIME TRYING TO GET ESTIMATES RIGHT! - AND WHAT TO DO INSTEAD

By Jesper Boeg on February 13, 2015

Thanks to Frank Olsen, Klaus Bucka-Lassen, Martin Brogaard, Morten Elvang and Yuval Yeret for







RECENT POSTS

Why 90 percent gets Kanban wrong! - and getting it right Stop wasting time trying to get estimates right! - and what

Business Value over moving PostIts - drop the break down

Shared Risk contract models

It all starts with the right type of contract!

PAGES

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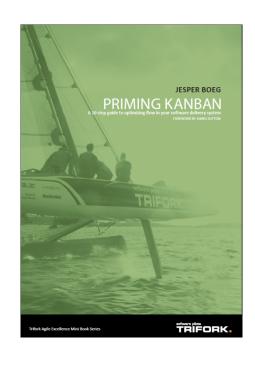
About Agile Upgrade

Twitter: @J_Boeg

How To Reach Me

- ► Jesper Boeg
 - ► Mail: agileupgrade@gmail.com
 - ► Mobile: +45 22 49 83 38
 - ► Twitter: J_Boeg





Training/offerings

- Kanban Training
 - ► April 13-14, Copenhagen
 - ► April 20-21, Aarhus
 - http://gotoacademy.dk/collections/agile
- ► Predictability made practical
 - ► Hands-on in-house workshop
- www.AgileUpgrade.com

THANKS!