Exercise

# Scrum6.02 Spring Planning Part 1

One of the most difficult transitions when starting to use Agile/Scrum is the relative sizing estimate of Sprint Planning part 1. Most project teams are not accustomed to the quick relative sizing. In the scenarios listed below, determine your relative size estimate for the story. You can use T-shirt sizes, double sequence or Fibonacci sequence.

Your Scrum Team’s reference story is something that you think would take you about one day to complete if you were doing the work by yourself. The Scrum Team agrees to consider the relative size of the reference as a “Medium” or “4” in the doubles sequence and “5” in the Fibonacci sequence.

1. A story is very different from the reference story, but you think it would take you about a day to accomplish that also.
2. A story is the same type of work as the reference story – just a lot more of it. You think it is two or three times bigger.
3. A story is much easier than the reference story since it is simple administrative work. While there is a lot of administrative work in the story, if all eight people on the Scrum Team work together at it, you can complete it in a little less than a day.
4. A story does not make any sense to you or several other Scrum Team members. You did not understand the story or demo criteria.
5. You have no direct experience with the type of work in the next story and you would know where to even start to do it. However, other Scrum Team members indicate that they have done this work before and they believe the story to be similar to the reference story. Based upon your understanding of the story you agree with them.
6. A story is in your area of expertise. You could complete that story in a few hours – although you know that some of you other Scrum Team members might need several days to do it.
7. A story is much larger than the reference story. In fact you think it is at least ten times bigger, and there are several parts that you don’t understand very well.
8. The next story you understand what is needed, but you are not sure the best way to do the work. You have an idea that, if it works, will allow you to finish the story in a day. However, if it doesn’t work, the story will take a week. There is an equal probability of either option.