GDC

Story Points

Upside Down Project Management

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STORY POINTS

UPSIDE DOWN PROJECT MANAGEMENT

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SUMMARY

PART 1

TIME ESTIMATES

PART 2

STORY POINTS

PART 3

USING STORY POINTS

PART 1

TIME ESTIMATES

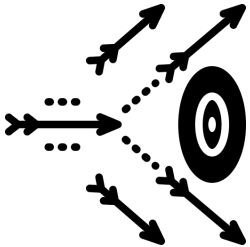
TIME ESTIMATES

DIFFERENT FOR EVERYONE

Developers estimate their own work

Group estimates

One person just estimates it all



INNACURACY

What do you do if your team
is too optimistic?

They appear precise, but they are not!

TIME ESTIMATES

EMOTIONAL CONNECTION TO TIME

Being ahead of schedule makes you feel relaxed

Being behind makes you feel like you're failing

Time is idealistic, and based on what you feel like is possible

EXTRA OVERHEAD

Assigning stories in advance

Estimates need to be updated

PART 2

STORY POINTS

Story Points in a Nutshell

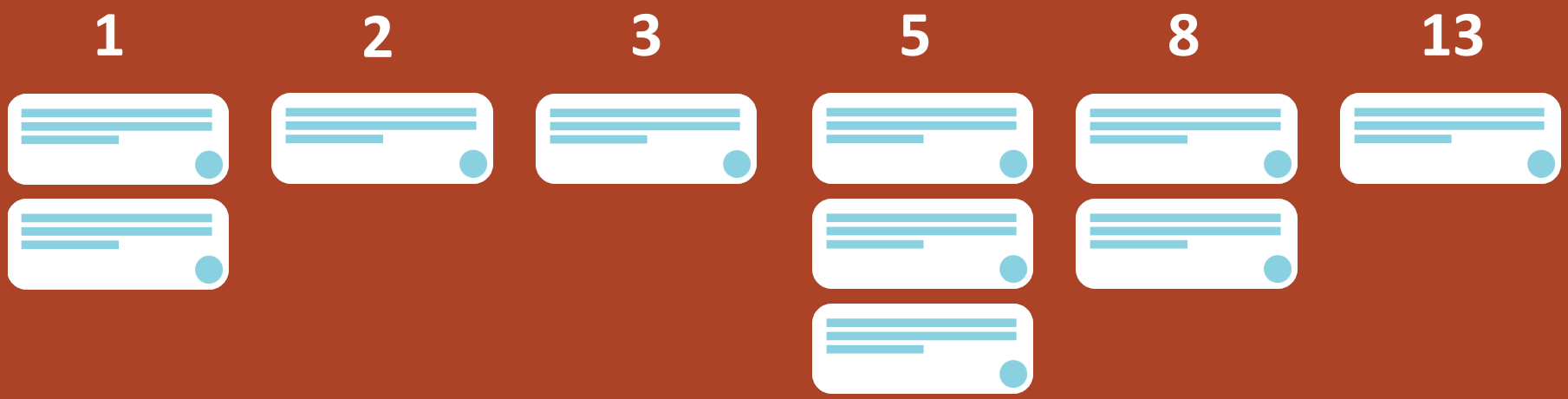
THEY ARE NOT	THEY ARE
Time	A measure of relative effort
A way to make your team work faster	A way to understand how much work your team is capable of
Used to measure individual capability or performance	Focused on the Team as a whole
Confusing and hard	Simpler and easier in the long run

PART 3

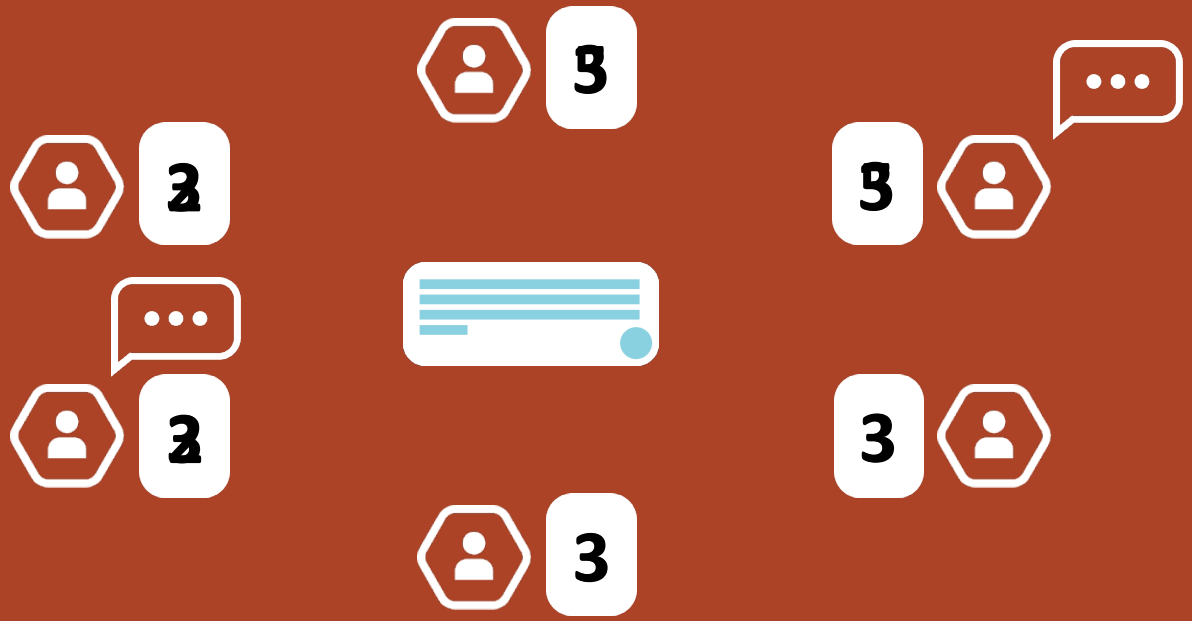
USING STORY POINTS

ESTIMATION PROCESS

ESTIMATION PROCESS



ESTIMATION PROCESS



VELOCITY

PLANNING A SPRINT

PLANNING A SPRINT

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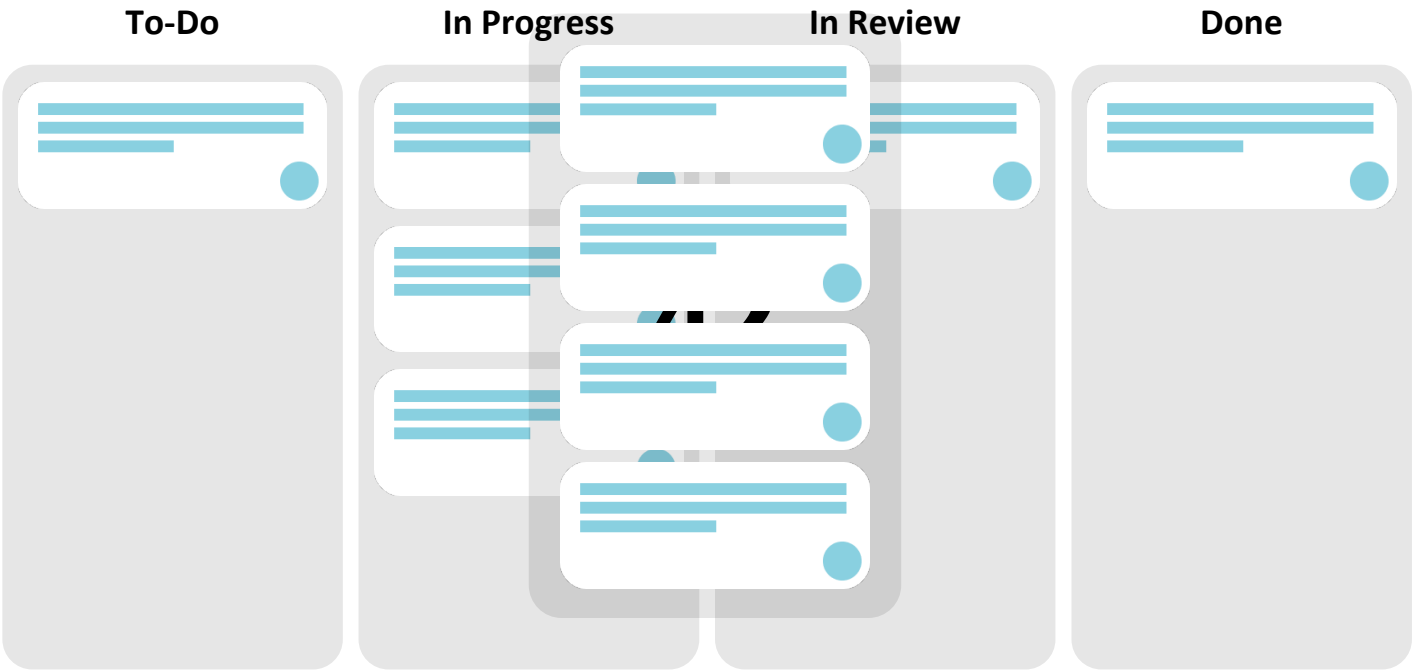
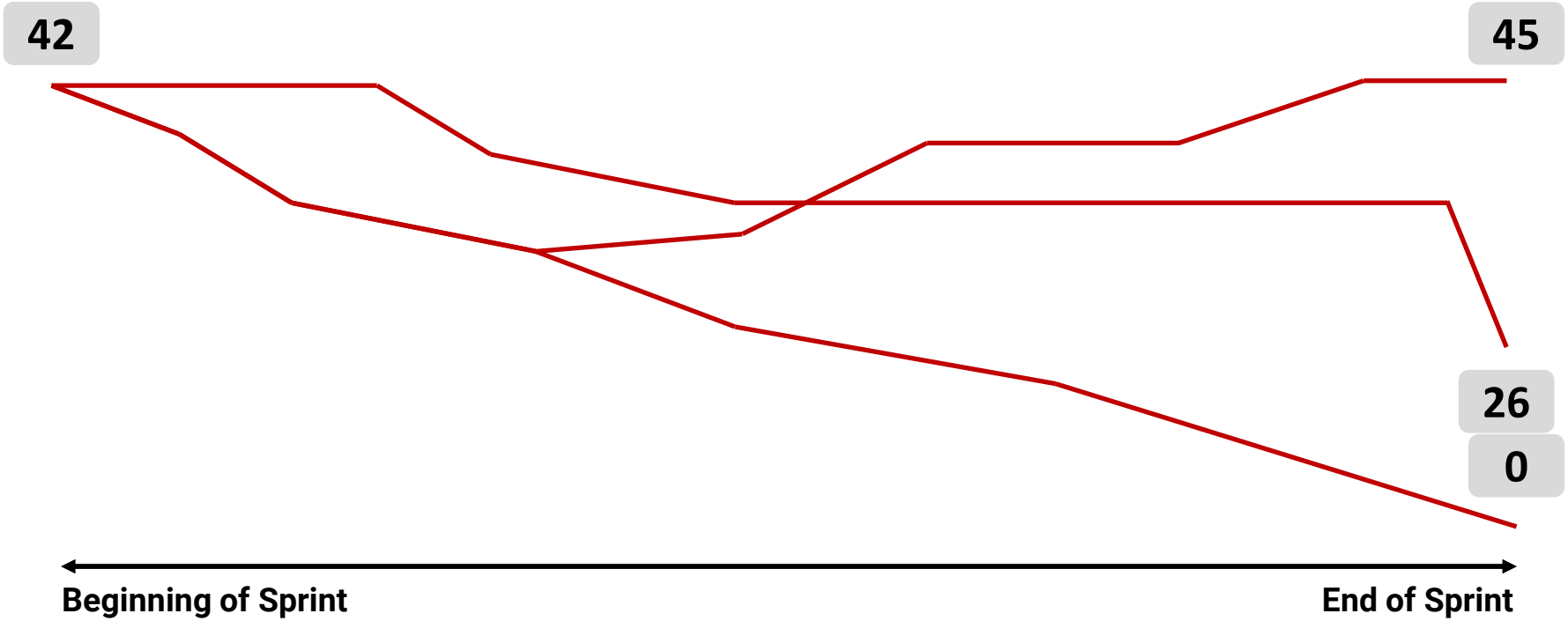
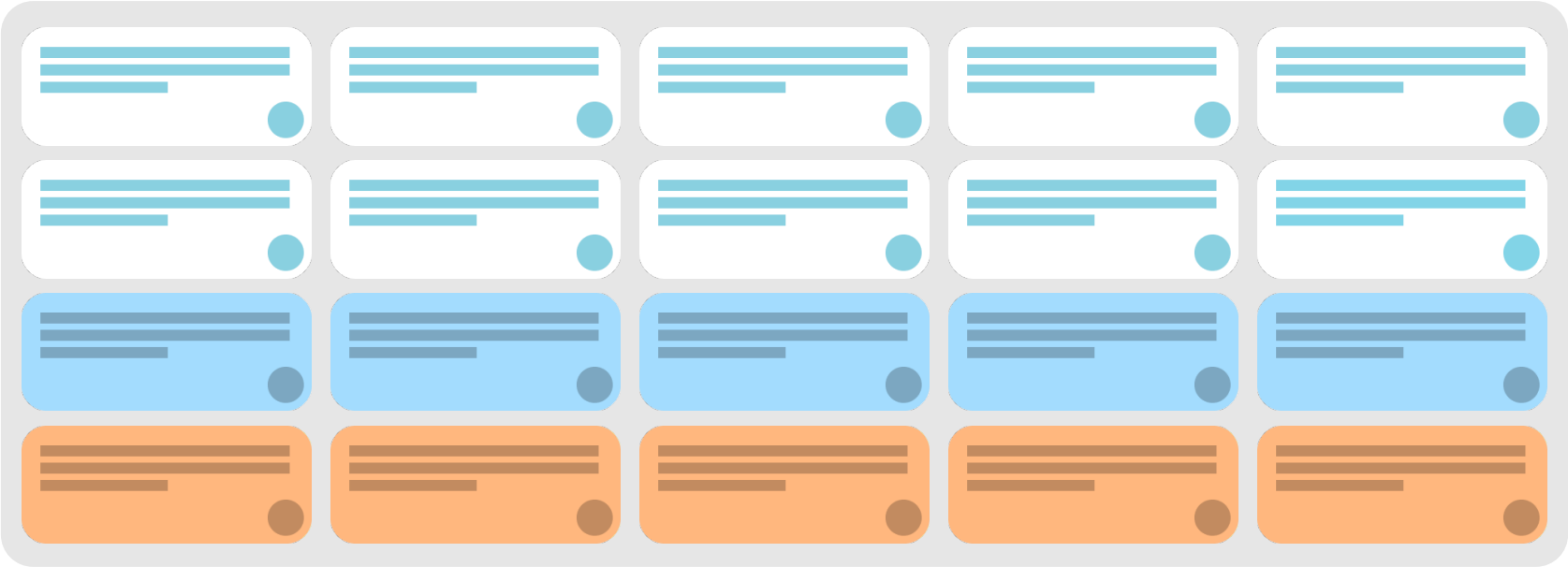
SPRINT EXAMPLE



SPRINT EXAMPLE - BURNDOWN



BACKLOG EXAMPLE



SUMMARY

Same for Everyone

Accurate

Less Overhead

Less Stress

Practical

THANK YOU