



Agile Estimating and Planning

MAIN TOPICS

- The Purpose of Planning
- Estimating in Story Points
- Estimating in Ideal Time
- Techniques for Estimating
- Re-estimating
- Tracking Progress
- Sprint Planning
- Release Planning
- Buffered Planning
- Twelve Final Guidelines

DESCRIPTION

Planning is important for all projects, even agile ones. Unfortunately, we've all seen so many worthless plans that we'd like to throw planning out altogether. But let's not give up yet. It is possible to create a project plan that looks forward six to nine months yet is accurate and useful. This one-day course will give you insight as to some common reasons traditional planning methodologies fail and introduce you to some practices that really do work. Too many teams view planning as something to be avoided and too many organizations view plans as something to hold against their development teams. In this workshop, you will learn how to break that cycle by acquiring new skills that will help you to create reliable plans for improved decision-making. You will leave with a solid understanding of and experience in agile release planning and iteration planning. We will learn various approaches to estimating, including unit-less points and ideal time. You'll discover four techniques for deriving estimates, including the popular Planning Poker technique. Together, we'll explore planning techniques that dramatically increase a project's chances of on-time completion.

SUITABLE FOR

Whatever your role, if you are involved in estimating or planning a project, you will find this course beneficial. Participants will return to their jobs with specific recommendations and actions they can perform to improve their current plans and projects.