



STORY POINTS AS THE UNIT OF MEASURE IN AGILE PROJECTS

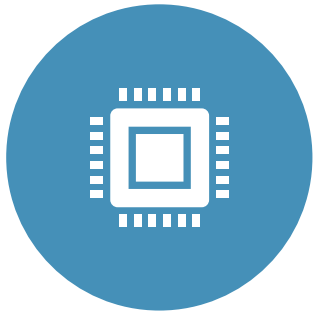
ANTONIO FERNANDEZ PATERNINA

AGENDA

- Concepts
- Waterfall Lifecycle
- Agile Lifecycles
 - Iterative
 - Incremental
 - Hybrids
- Project's Phases
- Kanban Board
- Scrum Events
- Story Points
- Burndown Chart
- Velocity



BASIC CONCEPTS



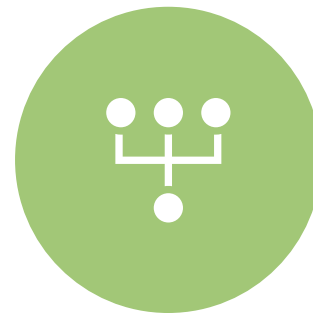
Project: Temporal effort for the creation of a product, service, or unique result



Product, Service, or Unique Result: Deliverable, which can be verifiably



Temporal effort: Implies that the projects have a defined period of time



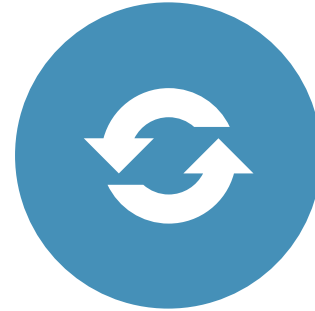
Operational Job: Activities that should be repetitive as part of an operation process

WATERFALL LIFECYCLE

- Known as the "Traditional" Project Methodology
- It is predictable, the scope, time, and budget are completely defined before the beginning of the project
- Each change request, must be carefully evaluated through the change management process



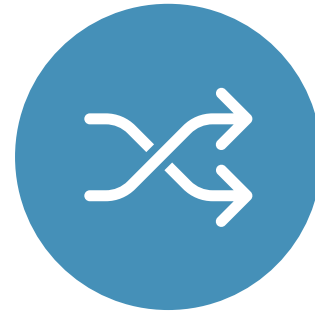
Agile



Iterative



Incremental



Hybrid

ADAPTIVE LIFECYCLES

AGILE OR CHANGE-ORIENTED

- Can be adaptative, incremental, or hybrids
- The scope is defined at the beginning of each iteration of work
- Supports high change environment



ITERATIVE

The scope, generally, is defined at the beginning of the project, but the cost and time estimations are defined repetitively for each iteration

The features are improved or refined on each iteration completed



INCREMENTAL

New features are included in each iteration completed, It can be improvements or extensions of a feature developed in a previous iteration

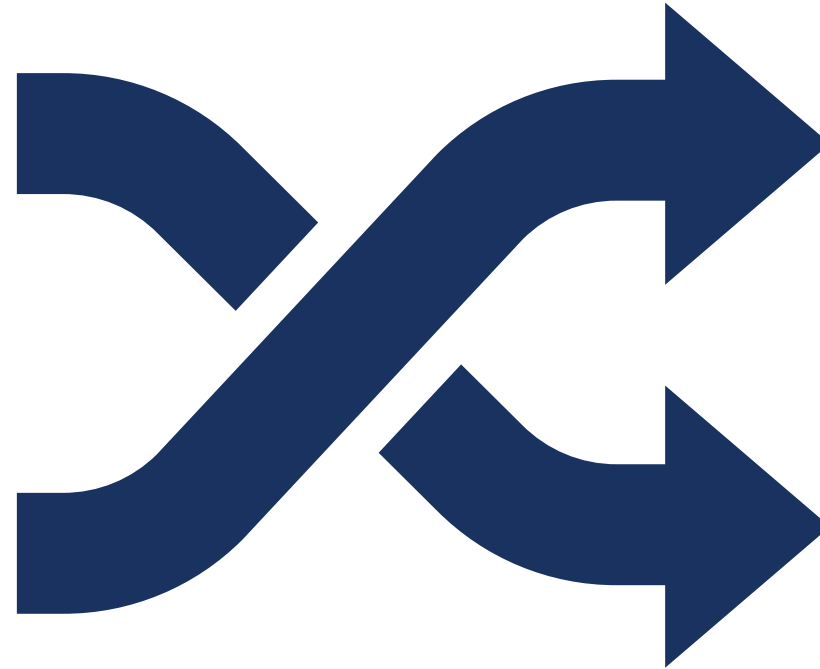
The deliverable can be considered as complete just at the finish of the last iteration



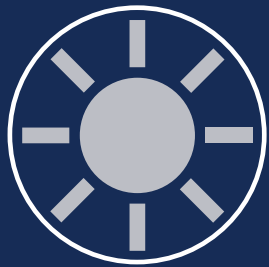
HYBRIDS

It is a combination of both approaches, agile and waterfall

Generally, the project has a defined finish date, a budget, and components with different levels of uncertainty at the beginning



WATERFALL'S PROJECT PHASES



Beginning



Planning



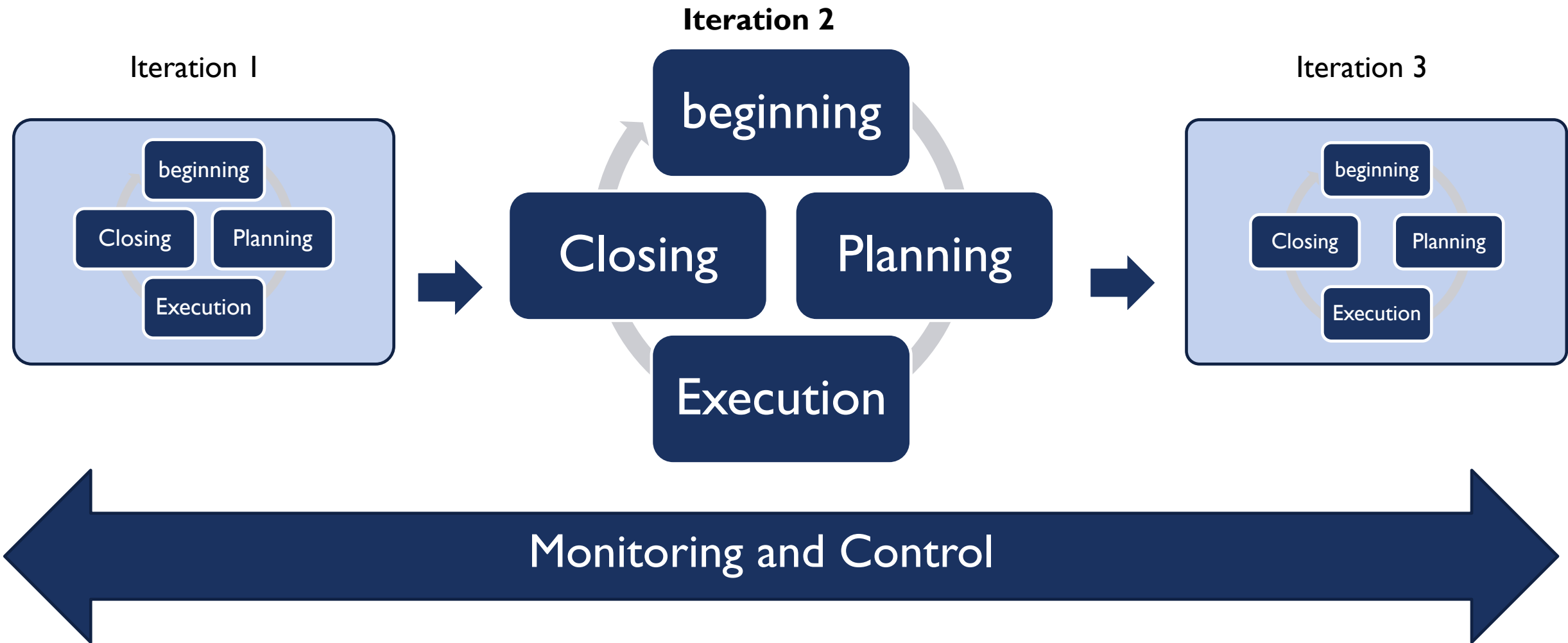
Execution



Closing

Monitoring and Control

AGILE'S PROJECT PHASES



KANBAN BOARD

To do

Infrastructure
deployment

Repports

Doin

Desing

Done

Definition of
requierments

Research

SCRUM EVENTS



Sprint



Sprint Planning



Daily stand-up meeting

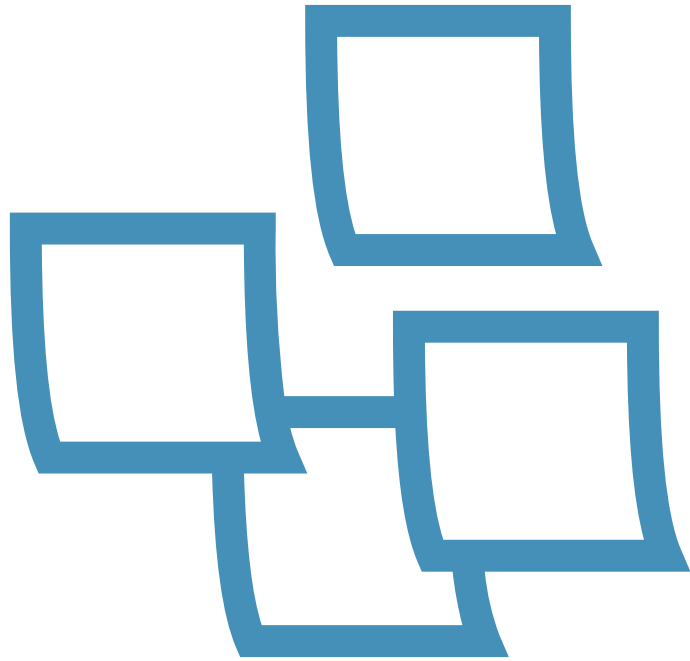


Sprint Review



Sprint Retrospective

USER STORY



General and informal explanation of a software feature written as a final user

- User:
- Why it deliver value?
- Description:
- Acceptance Criteria
 - Definition of done

STORY POINTS



- A metric used in agile project management to estimating the difficulty of completing a user story
- Is a number to indicate team the level of difficulty of a user story, in complexities, risks, uncertainly, and efforts involved
- The Fibonacci numbers are used as a story point score

0, 1, 1, 2, 3, 5, 8, 13, 21, 34...

MY COOKING IN STORY POINTS

Pivot

1,2,3,5,8,13,21,34...

1



Sándwich

2



Eggs

5



Barbecue

13



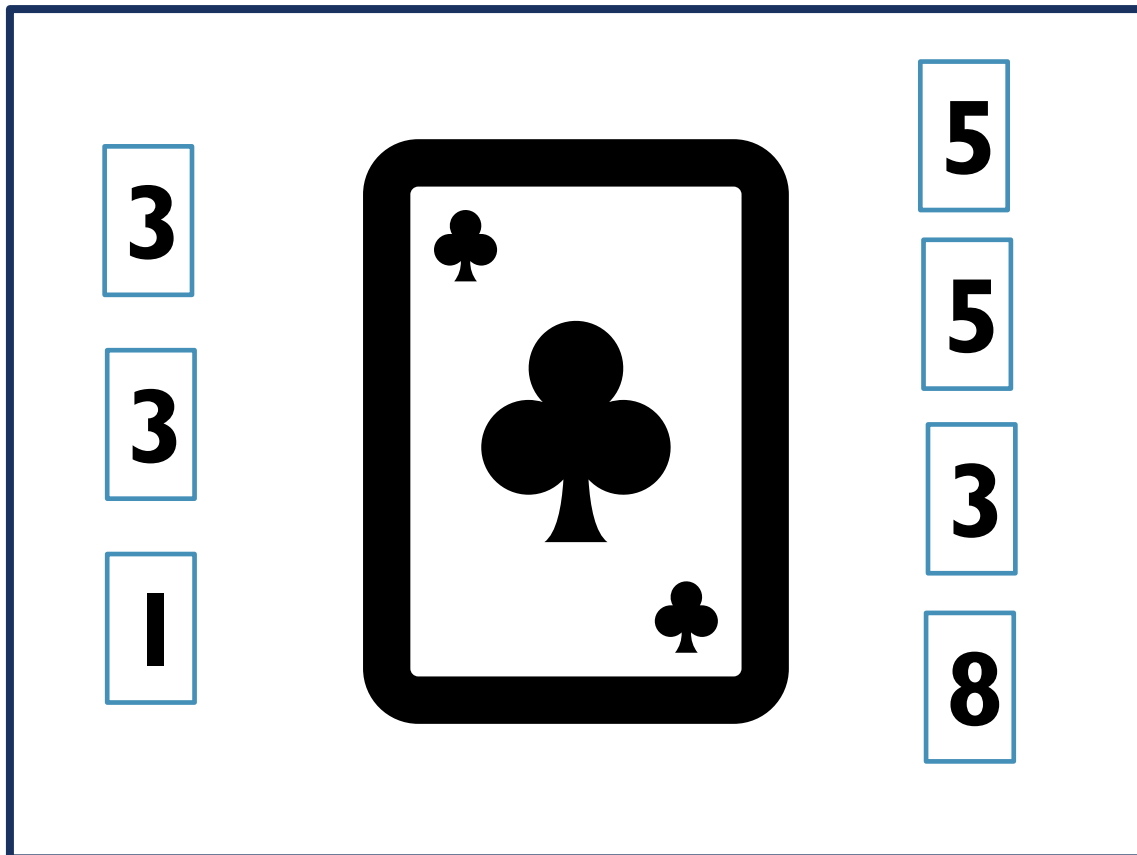
Paella

100



Blowfish

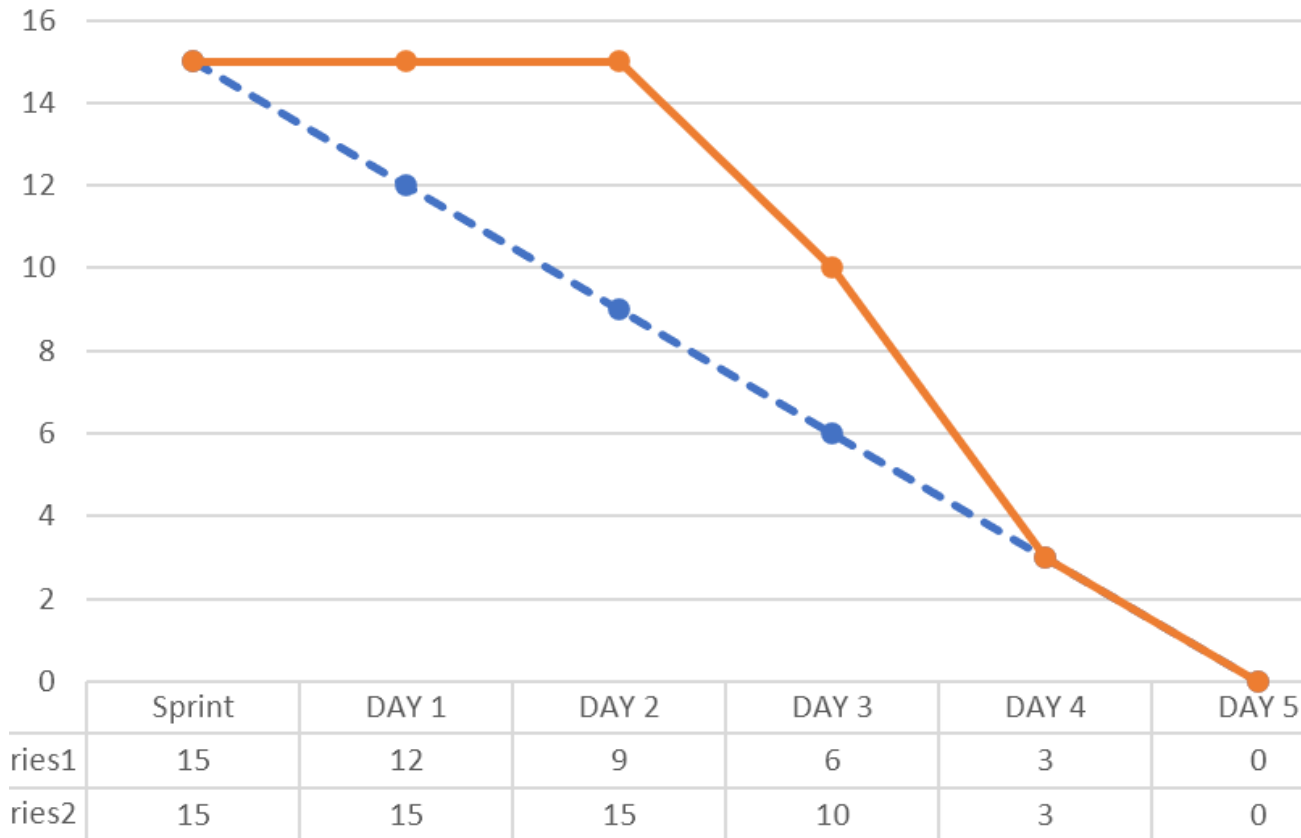
PLANING POKER



- All user's stories are socialized, clarified until have been clearly understood by everyone
- Each member of the team think a Fibonacci number and all people show their scores at the same time
- Each user story receive punctuation, and at the end, the story points are totalized for the sprint

rint	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
15	12	9	6	3	
15	15	15	10	3	

Burndown Chart



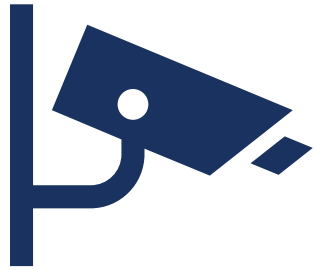
BURNDOWN CHART

VELOCITY



- Quantity of Users story the team are capable to complete in a sprint
- This metric can be used to convert to traditional metrics like hours, Earned Value

WHY DON'T USE HOURS?



- Sprints should be goal-oriented
- The projects need to embrace the uncertainty
- The teams are diverse
- In technological and innovation projects, the team usually need the time to research
- A developer can spend hours finding a bug and just minutes fixing it



**QUALITY
DATA**

Creamos IDEAS Superiores



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