5. Planning

“Plans are nothing. Planning is everything,”
Dwight D. Eisenhower
“No plan survives contact with the enemy,”
Helmuth von Moltke

Planning

- It is more important to be successful in a project that staying with a plan

- Agile Software Practices focus on changing to suite the needs than sticking with a plan that has been developed
Development Process

Estimation

- Accurate estimation is hard
- Estimation comes from
  - Experience
  - Understanding the problem
  - Comfort with technology
  - Productivity
- Too big a story – harder it is to estimate
- May need to split it into more manageable pieces
- Velocity is the rate at which stories are implemented
- Spiking – Development of prototypes to get a feel for the velocity of the team
Release Planning

- Can’t choose more stories than allowed by velocity
  - Based on velocity that is not accurate in the beginning
- As velocity is varied, this will vary as well

Iteration Planning

- Typically two weeks long
  - Personally I follow one week iteration
- Customer (and team) choose stories to be implemented for that iteration
  - based on velocity

New Stories

Enhancements from last iteration

Iteration

Code Deliverable

Demo/Discussions

Update Velocity

feedback
Iteration Planning...

- Build Product and demo
- Do not build “for” demo
- Iteration ends on specified date
  - Even if some stories are not done

Task Planning

- Beginning of iteration
  - Developers and customer decide on stories to implement

- Developer breaks stories into tasks
  - Tasks typically take 4 to 16 hours to implement

- Developers take task from task list for completion
Task Assignment and Planning

- Developers may sign up for any task
- Tasks are picked up based on what each one wants to implement
- Team as a whole is involved with different tasks
  - Important to have all members of team get an overall expertise on different parts of the system
  - Collective ownership is critical

Task Assignment and Time

- What if
  - Still tasks are left after each task member has picked up enough tasks
    - Negotiate task reassignment based on skill level
    - Still more tasks are left?
      - Ask customer to remove tasks from iteration

  - Still have time for more tasks
    - Ask customer for more stories
Halfway Point/ Slippage

- Feedback, Communication are key
  - Can’t be overemphasized
- During the course of progress of an iteration customer kept informed
- At half time, half the stories scheduled for iteration must have been completed
- If not
  - Team must reapportion tasks among members to ensure completion
  - If not possible to still complete, customer is informed
  - Customer may decide to pull task or stories form the current iteration
  - Customer will help name lowest priority tasks