

One-Day Workshop As more and more organizations embrace the many benefits of Agile software development, one question appears to linger – how does one quickly and sufficiently estimate an Agile project?

Galorath demonstrates an exceptional approach for solving this dilemma through the SEER for Software® estimation platform. During the workshop, participants will learn how to:

- Generate a Rough Order Magnitude (ROM) within minutes using historical data, high level User Stories, Story Points, Business Requirements, T-Shirt sizing, etc.
- Create a detailed estimate using multiple teams and multiple releases with time boxed releases (Sprints)
- Align backlog to iterations using a realistic schedule based upon Technology & Environmental Considerations as well as Personnel and Staffing Considerations
- Perform “What-If” scenarios to identify how velocity can be affected or adjusted

New To Agile?

The workshop will provide a quick overview of the Agile methodology evolution to allow the participants to understand the underlying intent of Agile methodologies and to become familiar with the terminology (sprints, velocity, retrospectives). However, this is not an Agile training class so the participants should be familiar with iterative software development approaches.

User Stories

User Stories will be the input vehicle for calculating the SEER estimate during the workshop. We will discuss what makes a good or bad User Story and then show how they are used to build the estimate

Story Points

Story Points are a popular sizing method for Agile (specifically Scrum) projects. The workshop will discuss the pros and cons of using Story Points as well as the use of Planning Poker. The participants are divided into teams and instructed how to generate a Story Point count for a set of User Stories using Planning Poker.

Velocity

Not all Agile teams are created equal. Learn how to calculate team-velocity, understand the impacts of velocity across teams, the effects of Story Point inflation, and how to use it with a sizing approach to generate the SEER estimate.

Workshop Outline

0800-0815	Introduction and Logistics
0815-0930	Quick Primer of Agile topics <ul style="list-style-type: none"> • Agile background and terminology • User Story Primer • Introduction to Story Points • Group counting exercise • Understanding Velocity • Building an Agile Estimate
0945-1015	Configuring SEER for Agile (Scrum) <ul style="list-style-type: none"> • Generating the Activity Schema • Generating the Labor Naming Schema • Generating the Labor allocations • Global project parameters • Lab 1 – Configuring the Environment
1015-1130	Translating Velocity to SEER Effort Units <ul style="list-style-type: none"> • Three step approach • Lab 2 – Calculating Velocity
1130-1230	Lunch
1230-1315	Modeling From User Stories <ul style="list-style-type: none"> • Preparing User Stories for the SEER database • Creating an Import View for User Stories • Top Down Modeling with User Stories • Lab 3 – Building High Level Estimate with User Stories
1410-1520	Sizing From Story Points <ul style="list-style-type: none"> • Proxy building fundamentals • Building Story Point Sizing proxies • Top Down Modeling with Story Points • Lab 4 – Building High Level Estimate with Story Points
1530-1645	Decomposing the Estimate into Sprints <ul style="list-style-type: none"> • Top Down Modeling Calculating required sprints/releases • Lab 5 – Calculating Sprints • Building out the Sprint WBS • Loading the Sprint Scenario • Populating the sprints with User Stories • Populating the sprints with Story Points • Aligning Team Count • Lab 6 – Building Out Sprints
1645-1700	Wrap Up <ul style="list-style-type: none"> • Revisiting parameters • Summary of Agile estimation in SEER • Course Evaluation

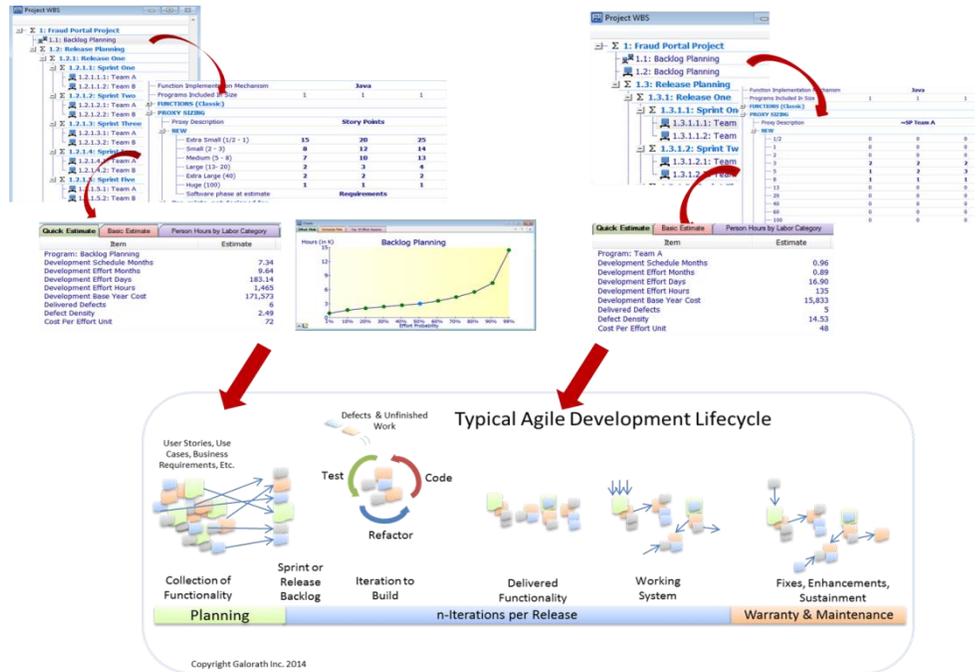
Learn How To:

Build estimates before iteration planning to assess what is possible to achieve

Define the scope using Story Points Proxy, User Defined Proxy, or any traditional sizing approach

Use SEER for Software estimate to drive initial backlog planning

Plan iterations then capture backlog to regenerate estimate using progress to date



Course Objective

At the end of the workshop, the student will be familiar with how to construct an estimate in SEER for Software specific to the Agile Scrum methodology. Instruction will include configuring the environment, archiving User Stories for use in the model, generating and using Story Point proxy sizing, calculating full life cycle estimates and identifying probably required number of sprints/releases. Building Sprint based estimates. Instruction is a combination of lecture and hands-on experience using preplanned Labs and exercises.

Prerequisites

The Estimating Agile Projects using SEER for Software One-Day Workshop is for current users of SEER for Software. The workshop does not provide core SEER for Software training.

Students should have:

- Previous experience using SEER for Software
- Required applications installed/available on the trainee workstation:
 - SEER for Software version 8.1.17 or higher
 - SEER HD (SQL or Access) and Historical Database Administrator w/privileges
 - Microsoft Excel

The class moves at a very quick pace so prompt arrival and return from breaks is necessary to have a full experience.

ABOUT GALORATH

Galorath Incorporated has invested more than two decades developing solutions to help government and commercial organizations plan and manage complex projects.

SEER solutions combine an intuitive interface, extensive project applicable knowledge bases, sophisticated project-modeling technologies and rich reporting features to expedite the planning process and keep projects on track.

Galorath Incorporated
 Phone: 1 (310) 414.3222
 Fax: 1 (310) 414.3220
 E-mail: info@galorath.com
 Galorath International
 Phone: 44 (0) 1252.724518
 Fax: 44 (0) 1252.891997
 E-mail: international@galorath.com
www.galorath.com

