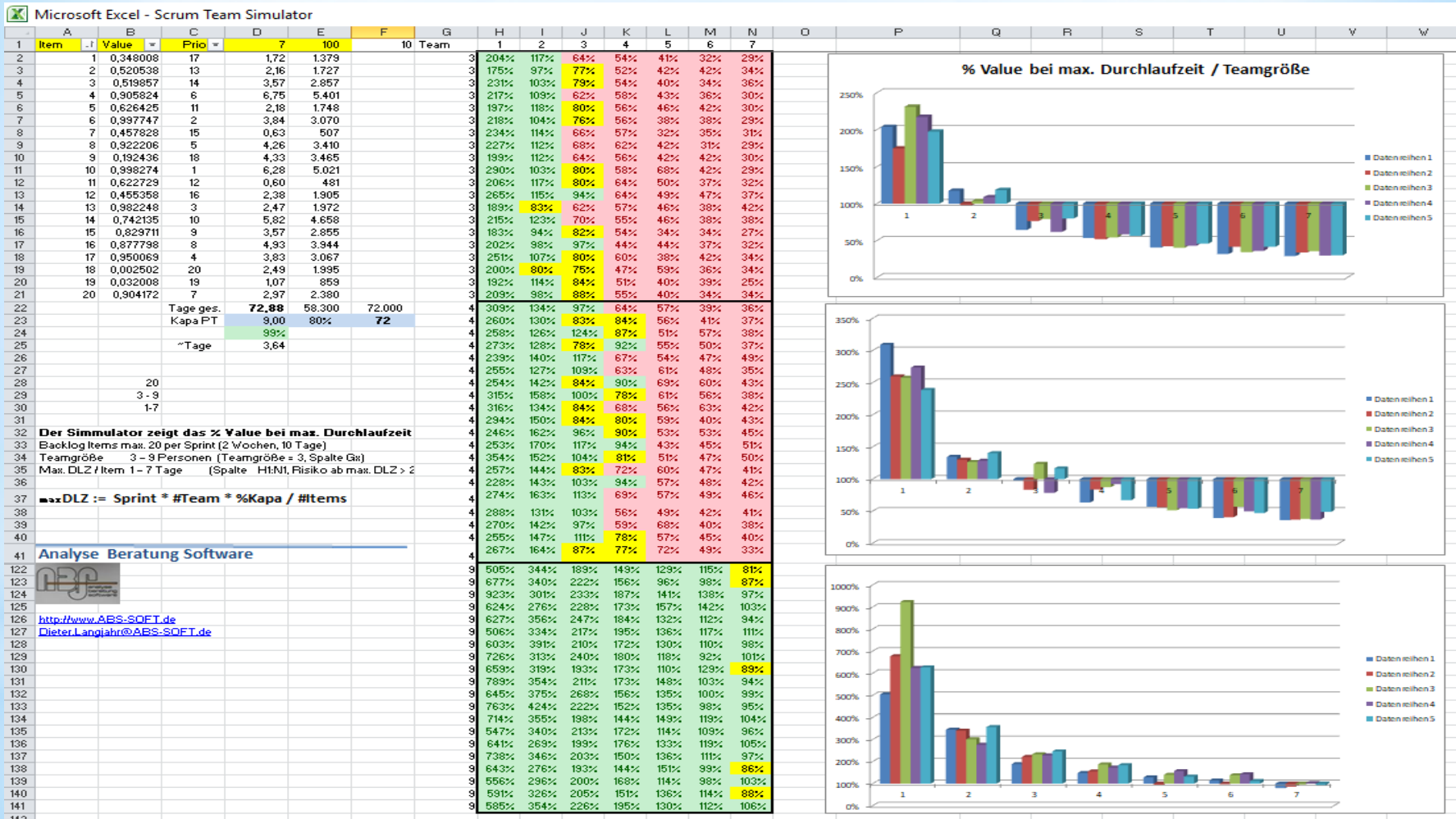


Scrum Team Simulator

How to deliver value instead of story points
- An agile experiment by Dieter Langjahr -

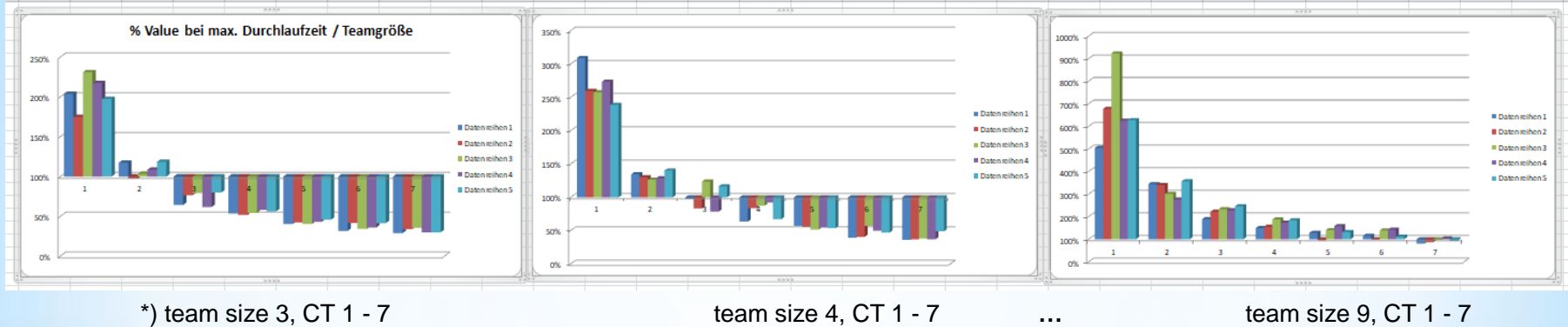
Scrum Team Simulator [STS]

„trust the data - not a guess“



Scrum Team Simulator [STS]

Why you should measure a value not a guess



The STS shows the % of value for max. cycle time / team size

Backlog items/stories 20 per Sprint (2 weeks, 10 days)

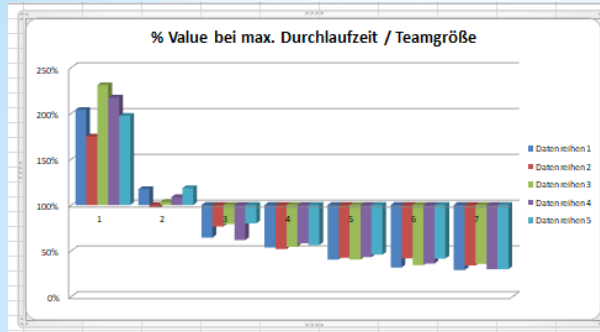
Team size 3 – 9 members (3 people, capacity 80%)

maxCT (cycle time) 1 – 7 days (Loos/Risk: max. cycle time \leftrightarrow 2 *)

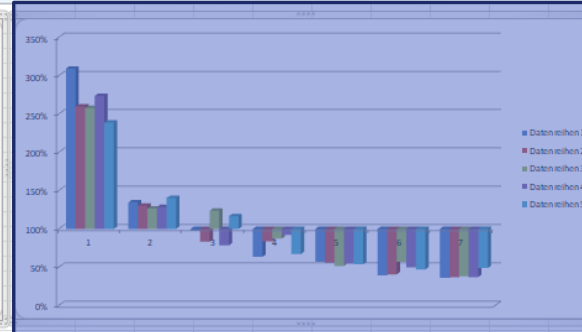
$\text{maxCT} := \text{Sprint} * \#\text{team} * \% \text{capacity} / \#\text{Items} \rightarrow \text{GOAL near 100\% line!}$

Scrum Team Simulator [STS]

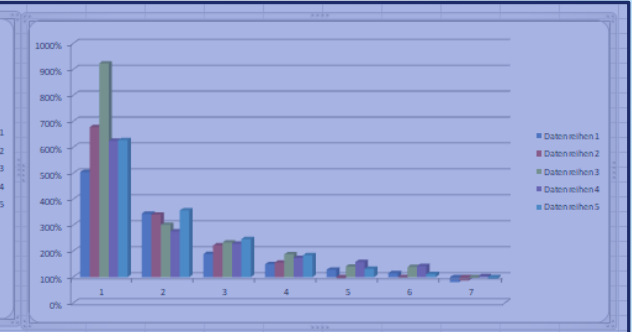
1. How we start...



*) team size 3, CT 1 - 7



team size 4, CT 1 - 7



team size 9, CT 1 - 7

Team size = 3

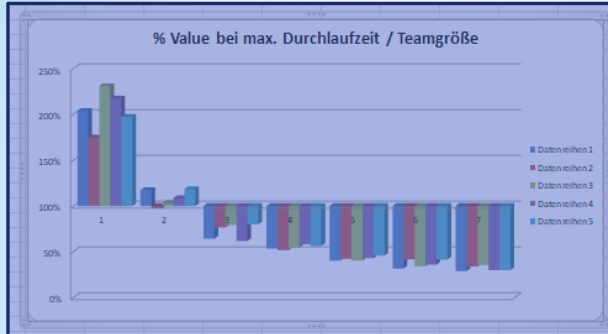
Backlog items/itories 20 per Sprint (2 weeks, 10 days) and capacity 80% are fix (optional)

- 1) The STS generates 20 Sprints with 20 Stories per sprint using the given parms
- 2) The first 5 results are shown for each maxCT per story (1 .. 7 days)
- 3) Find out the maxCT

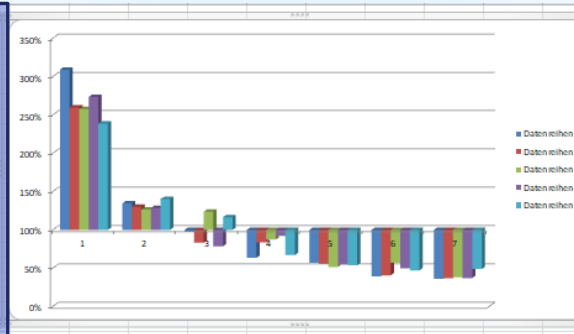
The 100% line is the optimum we would reach – in this case the maxCT (3) = **2 days**

Scrum Team Simulator [STS]

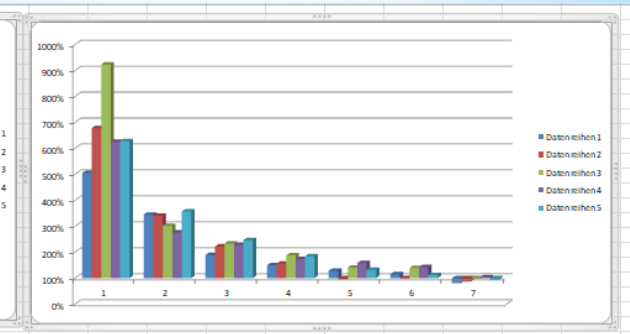
1. work with team size...



*) team size 3, CT 1 - 7



team size 4, CT 1 - 7



team size 9, CT 1 - 7

Team size = 4 [.. 9]

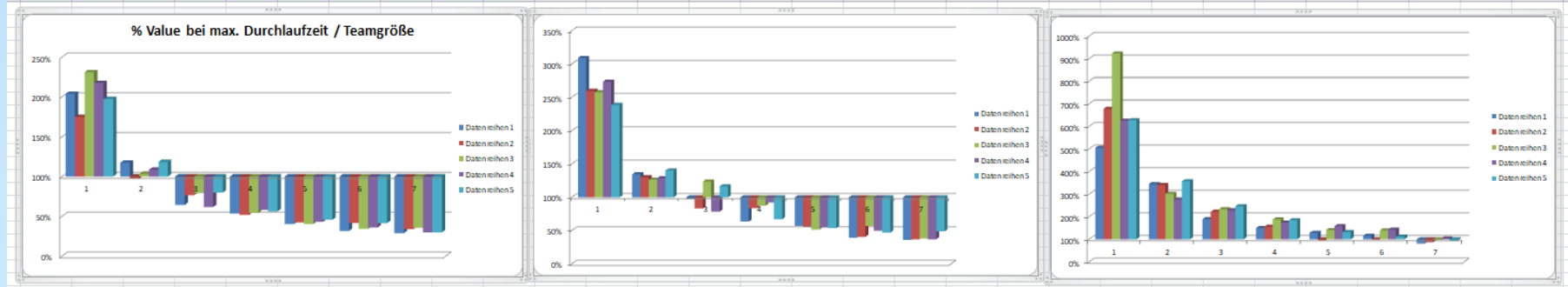
Backlog items/itories 20 per Sprint (2 weeks, 10 days) and capacity 80% are fix (optional)

- 1) The STS generates 20 Sprints with 20 stories per sprint using the given parms
- 2) The first 5 results are shown for each maxCT per story (1 .. 7 days)
- 3) Find out the maxCT (4), maxCT (9)

The 100% line is the optimum we would reach – maxCT (4) ~ **3 days**, maxCT (9) = **7 days**

Scrum Team Simulator [STS]

1. conclusion



*) team size 3, CT 1 - 7

team size 4, CT 1 - 7

...

team size 9, CT 1 - 7

Now we have a 1st idea what is a relevant parameter:

- is scalable
- Is measurable
- :

to be answering the next question:

What do/should we deliver to the customer - story points or value ?!

BTW: of course we can change the count of stories (10, 20,30, ...) per sprint too

Scrum Team Simulator [STS]

2. Story point vs. value



What do/should we deliver to the customer - story points or value ?!

The customer needs (only) VALUE!

Did we need story points and estimation ?!

I would say NO - let's start the 2nd part of this experiment NOW!

NoEstimations

Estimation is a guess!

Scrum Team Simulator [STS]

2. Story point vs. Value cont.



What do/should we deliver to the customer - story points or value ?!

- Estimates are always guesses
- Estimates are wrong
- 80% of projects failed - what means 20%?
- How we can measure effort on it?

This seems not good for getting an adequate decision - WHY?!

- Time spend in estimation is mostly waste - (by default we have a 13sp as running gag)
- Max 10% items in the backlog are correct / READY to build
- building the wrong think in time and budget doesn't buy you much
- We are focused on the wrong think (time)
- :

We should focused on the (right)story - to deliver it an earn value

The role of the “management” is to support the team

:

Let's start the experiment together - NOW!



Analyse Beratung Software

Agile PM Coach / CSM & DWH/BI consultant

Dieter Langjahr
Auf der Halle 23
D-75045 Walzbachtal

<https://www.ABS-SOFT.de>
Dieter.Langjahr@ABS-SOFT.de
+49 (0)171 68 14 028

Thanks a lot
Please feel free to contact me to start YOUR experiment - NOW!