



> RULES <

Planning Poker with Hours:

Similar to conventional Planning Poker, but instead of Story Points, hours are used. Each team member estimates the time required and lays down their card to initiate a discussion and reach a consensus-based time estimation.

➔ What is the scope of the hour-estimation:

- a) Understanding the story incl. communication with requester
- b) Thinking about a technical solution
- c) Developing the technical solution
- d) Documentation for the development (Jira-Story)
- e) Developer test on Dev
- f) Prepare everything for TU-D readiness incl. Tagging etc. in Octane & communication again with requester

a)-f) in added hours = estimated time

Notice: If a story is described not detailed enough, details missing or goal to reach are unclear, then everyone should add 50% of estimated time on top of the estimation.

- ➔ After estimation we assign directly the story to a member...and also use the estimation of this member who takes over the story.
- ➔ Per person we should (at the beginning) only plan 50-60% of the available sprint time (if sprint has 10 workdays max. 40-50h per person).

That's because there are several other topics around which needs to be done spontaneously (Team communication, Appointments/Calls, working on Incidents etc.)