



STORY POINTS

Guide

The Agile Unit of Effort

A relative measure that Agile teams use to estimate story effort



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Why We Use Story Points (and Not Hours)



Purpose

- Promotes **team-based planning** rather than individual estimates
- Encourages thinking of **outcomes and value**, not just tasks
- Shows the **size of work relative to other stories**, not just time

Example

- Fibonacci: 1, 2, 3, 5, 8, 13...



3 Common Ways to Estimate Story Points



1

Planning Poker

Each team member chooses a **point** card after discussing the story, they reveal cards together, then discuss & re-vote until agreement is reached

2

T-Shirt Sizing

Size stories as XS, S, M, L, XL, then convert size to **points**

3

Historical Estimates

Base estimates on similar previously completed stories of known **point** size



Tips for Smoother Estimation Sessions



Avoid Bias

- Reveal estimates at the same time to avoid bias & influencing each other

Focus on the Effort

- Discuss complexity, risk, and unknowns - not hours or days

Estimate as a Team

- Include the whole team (e.g., Dev, QA, Analysts) to capture all perspectives

Keep Stories Small

- Split large or vague stories before estimating

Baseline

- Compare new stories to known, completed ones to guide consistent sizing

