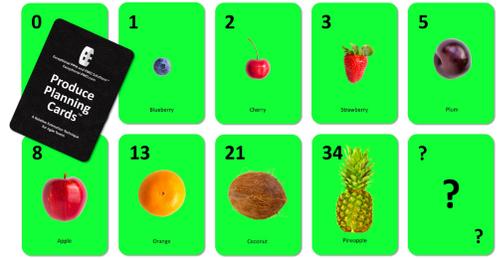




Exceptional PPM and PMO Solutions™

Produce Planning Cards™ - Information and Instructions



About the Produce Planning Cards™

- The Produce Planning Cards™ are a limited-edition product of Exceptional PPM and PMO Solutions™
- These unique cards help agile teams estimate work
- Each deck contains four sets of cards—enough for four estimators
- Each of the four sets has a unique color on the front side of cards—it's in either blue, green, orange, or yellow
- Cards are based on the Fibonacci sequence, where every number after two is the sum of the two preceding numbers
- Each set includes cards with the following values and images:
 - 0 (No picture)
 - 1 (Blueberry)
 - 2 (Cherry)
 - 3 (Strawberry)
 - 5 (Plum)
 - 8 (Apple)
 - 13 (Orange)
 - 21 (Coconut)
 - 34 (Pineapple)
 - "?" (No picture)
- Each deck comes in a storage case

Reference



Graffius, Scott M. (2016). *Agile Scrum: Your Quick Start Guide with Step-by-Step Instructions*. North Charleston, SC: CreateSpace.

Technical Editors: Chris Hare and Colin Giffen.

The award-winning book is available in paperback and ebook/Kindle formats in the United States (bit.ly/scrumone) and around the world (bit.ly/intl-1).

Purpose

These Produce Planning Cards™ and instructions support the most popular approach to estimating work in Scrum projects—estimating the complexity of work via story points.

Developers* collaboratively estimate each item in the product backlog in story points. Story points are a relative measure of complexity.

Activity

- Estimation—which supports the refinement and prioritization of items in the product backlog

Participants

- Product Owner
- Developers
- Scrum Master (as facilitator/observer)

Frequency

- Once or twice per sprint

Time-Box (Not-to-Exceed Duration)

- One hour for each week of the sprint
- It's a common practice to limit each meeting to one hour and have multiple meetings as appropriate

Prerequisites/Inputs

- Product backlog containing user stories, bugs, and other requirements
- One set of Produce Planning Cards™ for each Developer (each deck includes sets for four Developers)

Suggested Steps

1. If each Developer does not already have their own set of Produce Planning Cards™, the Scrum Master provides materials as needed.
2. The Developers decide if they'll be referencing the numbers or the types of produce (images) on the cards.
3. The Product Owner describes an item (a user story, bug, or other requirement) from the product backlog and mentions its intent and business value.
4. Each Developer silently picks a card best representing their assessment of the relative complexity of the work and places the card face-down.
5. After all of the Developers have made their selections, the cards are turned face-up, and the selections are read aloud.
6. If all of the selections are identical, the Product Owner records the number (if produce images were used, the corresponding number on the card) as the estimate, and that completes the exercise for the item; otherwise, proceed to the next step.
7. Developer(s) who gave an outlier value—such as someone who gave a high value

(or larger produce item) and/or someone who gave a low value (or smaller produce item)—explain their reasoning.

8. After a brief discussion, the group may take the most common selection as the estimate, or they may play another round of this planning game (steps 4-8).
9. Steps 3-8 are repeated until each item in the product backlog has been estimated.
10. The Product Owner updates the product backlog with the estimate values.

Adaptations

Some organizations use a subset of the Produce Planning Cards™ and slice product backlog items when the estimate is "too large." Here's an example:

- The Developers use cards with the following values: 0, 1, 2, 3, 5, 8, 13, and 21 (34 is not used)
- Predetermined that 21 is "too large"
- If the Developers estimate a user story/requirement at 21, the product backlog item is sliced into two or more parts in collaboration with the Product Owner, and the resulting smaller items are estimated by the Developers

About Exceptional PPM and PMO Solutions™

Exceptional PPM and PMO Solutions™ helps client organizations strengthen their project management capabilities and realize their strategic objectives and business initiatives. The firm provides advisory, training, and facilitative consulting services related to project, program, portfolio, and PMO management inclusive of agile, waterfall, and hybrid approaches.

While every engagement is unique, business outcomes typically include getting more projects done, faster time-to-market, improved employee/stakeholder and customer satisfaction, and greater competitive advantage. The consultancy provides a Delighted Client Guarantee™. Visit Exceptional-PMO.com and follow the firm on Twitter, Facebook, and LinkedIn.

* Formerly called the Development Team, Developers are those in the Scrum Team that are committed to creating any aspect of a usable product/service increment each sprint. They may include business analysts, coders, testers, and others.

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