

How to Estimate Early in a Project

Instructor-Led, On-Site Duration 1 day

Overview

“How long will it take you?” is one of the scariest questions that business analysts have to answer. This question is always posed before you know what you are going to have to do to define the requirements. You have not yet done the analysis upon which to base your answer. Given that uncertainty, it is no wonder that whatever answer you come up with will be wrong, leading to a missed delivery date and unhappy customers.

This workshop introduces methods that improve early estimates and the communication of the factors that affect them. We cover foundation approaches for state-of-the-practice in early project estimating based on application, story, object, function point, and other relevant techniques. You will discuss factors that affect estimating accuracy, and apply them in a case study. Included in the class materials is an individual license for our estimating tool, Quest For Better Estimates®.

Note: *This instructor-led course can be delivered in two virtual sessions via the Internet or live at your site.*

Target Audience

Business Analysts	Subject Matter Experts
Internal estimating consultants	System Analysts
Project Leaders	Anyone interested in reasonable early project estimates.
Project Managers	User liaison personnel
Project members from the business	
Project Office	

Prerequisites

To enjoy the benefits of this workshop, you need to have attended:

[How to Initiate Requirements Gathering with User Stories](#)

Or have relevant experience.

Expansions

To meet specific training needs, this class can be combined with the following offers:

[How to Initiate Requirements Gathering with User Stories](#)

Developed and presented by:



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**Learning
Objectives**

Upon completion of this seminar, you will . . .

- Apply Application, Object and Story point estimating methods and; discuss their strengths, weaknesses and prerequisites
- Identify natural estimating points and the most useful methods for early estimating
- Discuss Function Point estimating and it applicability to early project estimating

1 Software Cost Estimating Introduction

The Cost of Software

- Software Cost Estimating
- Estimating Software Projects
- Your Techniques Impact Estimates
 - What, Why, and Who of Estimating 3
 - What Is An Estimate? 1
- A Few Words on Statistics
 - Estimates are Statistics
- Subdividing Projects
- Increasing Detail Decreases Error
- What Are You Estimating?
- Why Estimate? 1
- To Improve Estimates, Ask Questions
- The Early Estimating Challenge 2
- One Step toward Solution 2
- When Do You Estimate?
- Where's The Cost? 3
- Summary

2 Early Project Estimating Techniques

Initial Estimates

- Early Project Estimating
- The SWAG Estimate
 - Case Exercise 3: SWAG
- Consensus Estimating 3
- Quest for Better Estimates
 - Case Exercise 4: Consensus & Quest
- The Expert Estimator 3

- Units of Estimating 1
- Comparison Estimating 3
- Comparison Estimating Exercise 3
- Requirements Impact Estimates
- COCOMO II Cost Factors 3
- Quest/SWAG and COCOMO Cost
- Using "Points" for Estimating
 - Points as Sizing Parameters
- User Requirement Sizing, the Initial Process 3
- User Story Sizing, the Estimating Process 1
- Reality Check
- Iterations, Increments & Releases
- Backing into Duration
- Making Points
- Successful-Project Profiles 5
- Summary: Experience-Based Estimating 3

3 Summary

Implement Better Estimating Techniques

- Implement Better Estimating
- Management Issues
- In-House Estimating Experts
- Keeping History Databases
- Providing Software Support
- Avoiding Management Malpractice
- Summary: Final Assignment
- Epilog 2