

Rencontre agile Lyon #4

Estimation et rétrospective

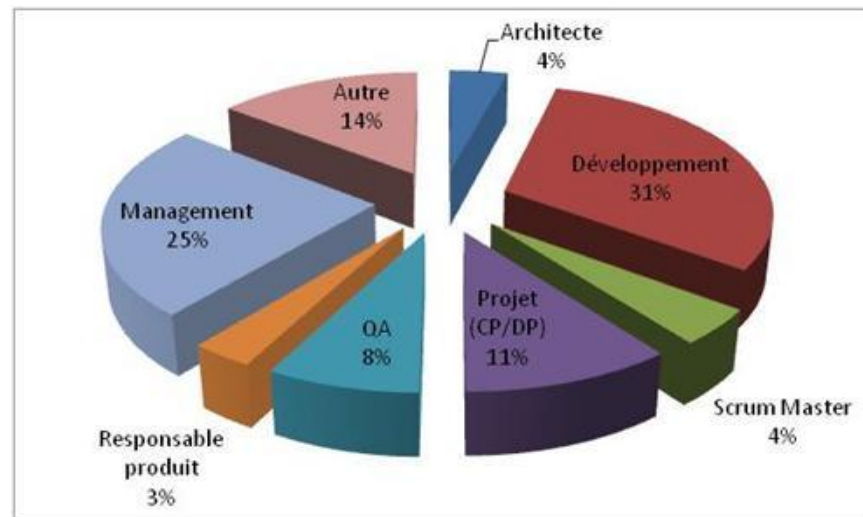
lyon.cara@gmail.com

<http://lyon.clubagile.org>

Actualités

Agile Grenoble 2010

- 2 keynotes
- 35 sessions
- 7 tracks en parallèle
- 440 présents
- 20 absents (soit moins de 5% des inscrits)
- 40 personnes refusées suite à la clôture des inscriptions mercredi 17/11



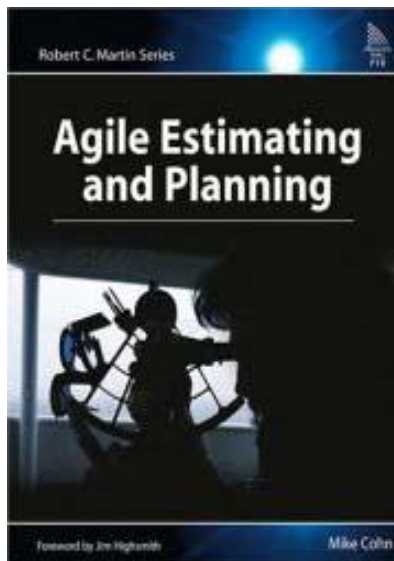
Et toujours :

www.agenda-agile.org

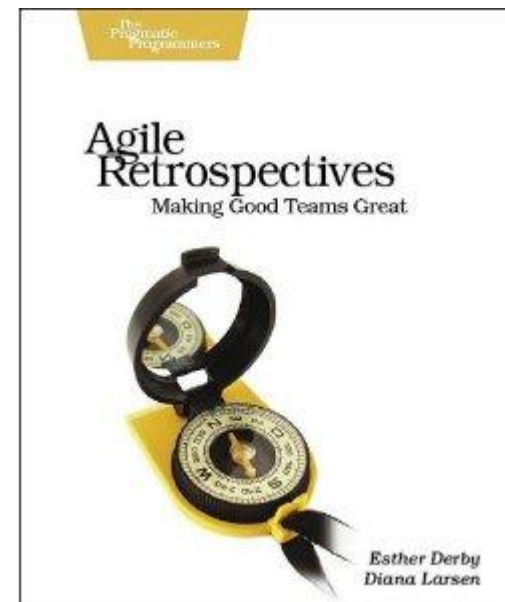
blog.institut-agile.fr

Agenda

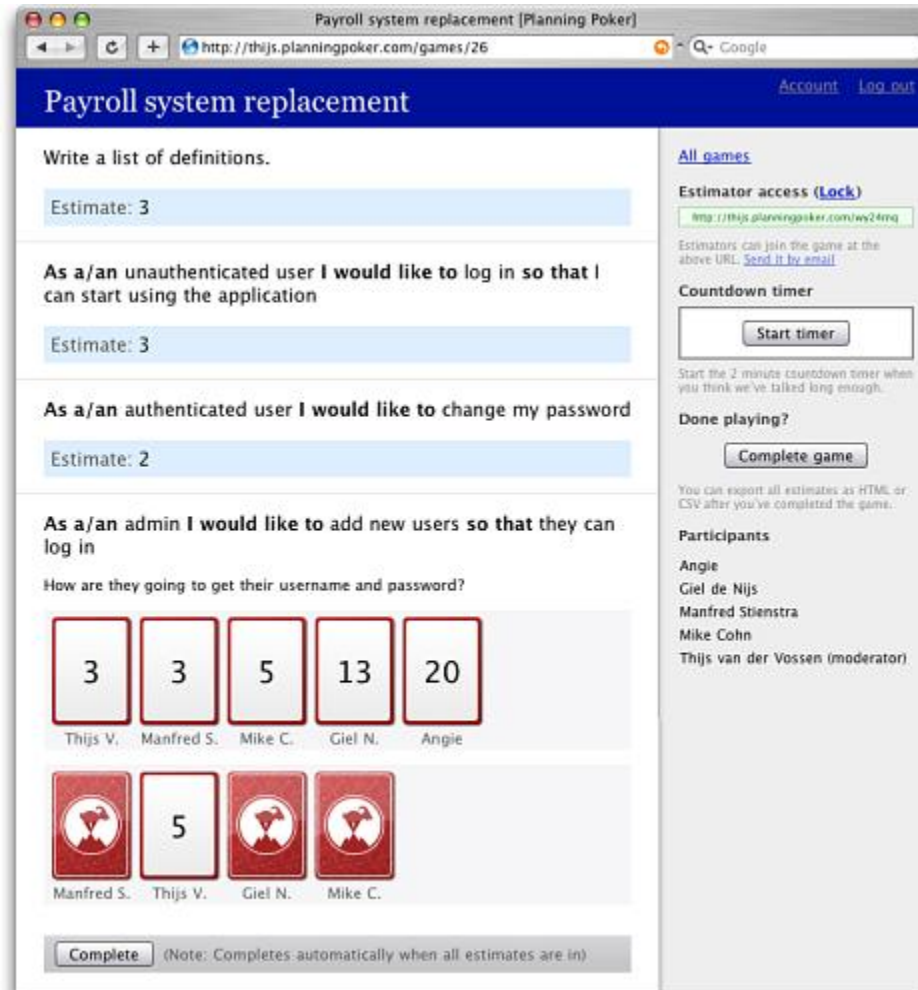
Estimation agile



Rétrospective



<http://www.planningpoker.com/>



The screenshot shows a web browser window with the URL <http://this.planningpoker.com/games/26>. The page title is "Payroll system replacement [Planning Poker]". The main content area is titled "Payroll system replacement" and contains the following sections:

- Write a list of definitions.**
 - Estimate: 3
- As a/an unauthenticated user I would like to log in so that I can start using the application**
 - Estimate: 3
- As a/an authenticated user I would like to change my password**
 - Estimate: 2
- As a/an admin I would like to add new users so that they can log in**
 - How are they going to get their username and password?
 - 3 (Thijs V.)
 - 3 (Manfred S.)
 - 5 (Mike C.)
 - 13 (Giel N.)
 - 20 (Angie)
 - 5 (Thijs V.)
 - 5 (Giel N.)
 - 5 (Mike C.)

At the bottom of the main content area, there is a "Complete" button and a note: "(Note: Completes automatically when all estimates are in)".

The right sidebar contains the following information:

- All games** (link)
- Estimator access (Lock)**
 - <http://this.planningpoker.com/ws24mq>
 - Estimators can join the game at the above URL. [Send it by email](#)
- Countdown timer**
 - Start timer
 - Start the 2 minute countdown timer when you think we've talked long enough.
- Done playing?**
 - Complete game
 - You can export all estimates as HTML or CSV after you've completed the game.
- Participants**
 - Angie
 - Giel de Nijs
 - Manfred Stienstra
 - Mike Cohn
 - Thijs van der Vossen (moderator)

Entrenez-vous aux estimations

<http://www.xp.be/xpgame.html>



L'Art de la Rétrospective

Transmuter le vécu en performance

Phases



- 1. Set the Stage*
- 2. Gather Data*
- 3. Generate Insights*
- 4. Decide What to do*
- 5. Close*