Estimating Story Points Using Complexity Buckets

This approach provides a consistent way for teams to size stories by discussing each story in terms of pre-defined buckets of complexity before deciding on the final points. The steps are simple:

- **Decide on the buckets of complexity** you think match your project. For example, many software development efforts have the buckets used below, but a reporting or BI project could have different ones.
- **Discuss the story in each bucket** and determine if the team can agree if the work it has a Light, Medium, High or Complex level of complexity.
- **Add up the points** and see which Fibonacci Story Point bucket it falls into. If it falls between two buckets, have the team do a gut check and decide on which ones it falls into.

### Helpful Considerations:

- **User Interface**
  - N/A = 0
  - L = 1
  - M = 2
  - H = 3
  - C = 4
  - number of screen fields?
  - screen validation logic?
  - number of screens?

- **Business Logic**
  - N/A = 0
  - L = 1
  - M = 2
  - H = 3
  - C = 4
  - number of business rules
  - BR complexity

- **Data / Integration**
  - N/A = 0
  - L = 1
  - M = 2
  - H = 3
  - C = 4
  - number of data stores
  - complexity of StoredProc
  - number of tables

- **Testing**
  - N/A = 0
  - L = 1
  - M = 2
  - H = 3
  - C = 4
  - user testing complexity
  - data setup complexity
  - test automation

### Example:

As a customer, I want to browse the list of products.
- **User Interface**: M = 2
- **Business Logic**: N/A = 0
- **Data**: L = 1
- **Testing**: L = 1

Total is 4 points, which is between 3 and 5, team decides on 3.