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Introduction

This document describes how to use the Scrum Sizing sheet. It explains the estimation values and the options you have available to you to complete your sizing.

A scrum sizing sheet is typically the next step in sizing a project after having first filled in a Case Type Backlog. A Case Type Backlog provides an initial range of effort and duration. It allows you to set certain project attributes, such as the number of scrum teams, to arrive at a mid-level estimate. The scrum sizing sheet enables you to go to a lower level of detail, provides more options such as making adjustments to estimates based on assumptions, and provides more flexibility when determining the size and makeup of the project team.

This document does not provide guidance as to how to estimate effort, nor does it provide strategic application specific guidance.

Getting Started

The Scrum Sizing sheet is available from Pega Community. There are two ways in which to generate a sizing sheet:

- Create manually using an empty sizing sheet
- Create a sizing by importing case features, interfaces, reports, etc from a Case Type Backlog

If you create the sizing sheet by importing from a Case Type Backlog, all case types, features, reports, etc are auto-populated into the sizing sheet. You can then make adjustments, add additional user stories, Prepare tasks and additional services such as a design review.

Navigating around the Scrum Sizing Sheet

All tabs provide inputs into the **Scrum Summary** tab which displays an overview of the project schedule, resource allocation, and proposed staffing plan.

The green tabs list out the task deliverables and consulting services. The beige tabs enable you to arrange the staffing for each of the three phases of Prepare, Build sprints and the Hardening sprint (Sprint Z).

Sizing Explained

Each of the green tabs contains effort that will be delivered as part of the project. This can range from interfaces to consulting services such as performance tuning. These tabs contain the pure delivery effort, divided into design (elaboration), build and test effort.

If you add up the effort to deliver each work item in the green tabs i.e. the prepare activities, case features, interfaces, reports, correspondence, and CDH / Marketing specifications, this

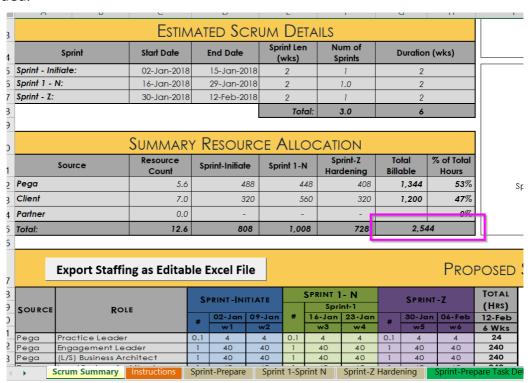
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will give you the total delivery effort BEFORE you add a resource profile. As a general rule, once you apply a resource profile to deliver the backlog, the total number of hours effort to deliver the project will increase by a factor of 2 to 2 ½ times the pure delivery effort.

For example, if the work item delivery effort is 1250 hours, sometimes referred to as the 'bottom-up' estimate, once you have determined the correct resources to deliver the project, the delivery effort will increase to 2500 hours (the 'top-down' effort).

This screenshot highlights the full implementation effort estimate once a resource profile has been added:



The Case Type Backlog is consistent with this estimation rule.

So why is the full project effort double the pure delivery effort? There are several reasons, including:

- 1. Realistically, it's not as simple as a resource working 8 hours solidly each day. Productivity for each resource is more likely to be 6 hours per day, accounting for Scrum ceremonies, meetings, waiting for approvals, performing deployments etc.
- 2. Not all resources will contribute 100% of their effort to the backlog. This includes Project Delivery Leads, Experience Designers and resources that dedicate some of their time to enablement

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3. Client resources are added to the implementation effort e.g. Product Owner, Test Lead, Business Analysts that will not burn down the backlog at 100% productivity

This document explains how to manage the resource profile. But first, we need to understand how the bottom-up delivery effort is calculated.

How the Case Feature estimates are calculated

The CaseFeature Details tab contains the breakdown of the functional tasks required as part of the implementation. Each feature has a separate line item in the sizing sheet e.g. 'Advanced Search' will be recorded as a single line item.

The effort is calculated automatically once you set the **Item Maturity**, **Item Type** and **Complexity** either in Pega or manually. Also, by specifying an additional Channel (by putting an 'X' in the channel box) this will increase the auto estimated hours. You can then adjust the automatic calculation using the **Total Adj Hrs** column (negative or positive adjustment). All adjustments should have a justification comment:

Case, Feature, Stage, Epic, or User Story	Item Maturity	ltem Type	Complexity	Num of Steps		Channels Doubliclick cell or enter "X" (cases only)			Design	Design Build & Unit Test	Test	Subtotal	Auto Estimated	Total Adj Hrs	Total Effort	Adjustment Justification	
Lpic, or oser story				(Stages only)	(Stages	(Stages	Web	Call Center	Mobile	Other		Olili 1631			Hrs	1113	LIIOII
Advanced Search	New	Case Type	Medium		X				15.1	21.3	15.1	65	65	(15)	50	Search only has 2 criteria: Name and Number	

The **Auto Estimate Hrs** is a sum of 'Design', 'Build & Test' and 'Test' columns, with a multiplier applied depending on the channels.

The table below explains what these columns mean and what % of the total effort they constitute. The % of estimate is based on a Medium complexity before channel multipliers are applied:

Activity	Description	New User Story % of estimate
Design	An estimate for the elaboration which includes preparing for and executing a DCO session, as well as writing-up of a case feature, interface or report. Design also includes LSA / SSA design effort and a review of the user story by testers who will prepare test scripts (as part of the test effort).	30%

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Build & Unit Test	This is the System Architect effort to configure a user story, report, interface. It includes creating and executing unit tests (using PegaUnit) as well as defect fixing.	40%
Test	This is the effort required to write test scripts, prepare data and test a user story, interface, report, etc once the configuration and unit test is complete. This effort includes testing the user story during the sprint and any end to end testing required during a hardening sprint (sprint-Z, which is the last sprint in a release) This effort does NOT include specific penetration/security testing, nor does it include performance testing & support.	30%
Total Effort	(before an adjustment)	100%

So why is it important to understand the above table? It's because it helps determine the resource **Allocation to Dev Activities** on the Sprint 1-Sprint N tab (more on that below).

How to set up the Resource Profile

The Scrum Sizing sheet comes with a default set of resources. You can remove and add resources depending on the shape and size of the proposed project. This guide describes how to manage the Sprint 1-Sprint N resource profile. An example profile is below:

	Sprint F	Resource	E A SSIGNMENTS		Hours Dedicated								
Team				Days Available	Total		Allocation	Wo	rk Activ	/ITIES	Sprint Ceremonies,		
Number	Scrum Role	Source	Role	During Sprint	Billable Hours	Productivity	to Work Activities	Design	Build & Unit Test	Test	Management, Mentoring, etc.		
0	Other (non-Dev)	Pega	Practice Leader	1	8	100%	0%	0	0	0	8		
0	Scrum Master	Pega	Engagement Leader	10	80	100%	0%	0	0	0	80		
0	Team Member	Pega	(L/S) Business Architect	10	80	100%	100%	48	0	12	21		
0	Team Member	Pega	Lead System Architect	10	80	100%	100%	30	30	0	21		
0	Team Member	Pega	(Sr) System Architect	20	160	100%	80%	10	86	0	65		
0	Team Member	Pega	Experience Designer	5	40	100%	100%	24	0	6	10		
0	Other (non-Dev)	Client	Product Owner	10	80	100%	0%	0	0	0	80		
0	Team Member	Client	Test Lead	10	80	100%	100%	6	0	54	21		
0	Team Member	Client	Tester	10	80	100%	100%	6	0	54	21		
0	Team Member	Client	Business Architect	10	80	40%	100%	19	0	5	56		
0	Team Member	Client	System Architect	10	80	40%	100%	0	19	5	56		
			11		848			142	134	134	437		
			11		046]			411		43/		

Scrum Settings

The **Sprint Hours/Day** and **Sprint Backlog Planning %** both impact the **Dev Effort Capacity** for a Sprint i.e. the higher the **Sprint Backlog Planning %**, the lower the capacity because

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more time is spent in sprint ceremonies. The higher the **Sprint Hours/Day**, the higher the capacity because more time is spent reducing the backlog.

Make sure that you consider both these levers together when you set them. As a general rule, if Sprint planning, daily-stand-ups, sprint reviews and retrospectives constitute 12 hours per sprint in a 10-day sprint then this equates to 12 hours / 80 hours = 15%. Allowing for Sprint ceremonies outside of Sprint Planning plus additional meetings this may equate to 6 hours per resource allocated to the sprint per day.

PEGA SCRUM	PEGA SCRUM WARNING! - Work effort is greater than productive capacity. Please adjust resource model accordingly.													
	Single Sprint Length:	2	Weeks	Estimated First Sprint Start Date:	16.	June 2020								
Wo	orkdays within Single Sprint:	10	Days	Estimated Last Sprint End Date:	3 A	ugust 2020								
	Billable Hours/Work Dav	8.0	Hours	Estimated Num of Sprints (rounded to full week):	3.5	Sprints								
	Sprint Hours/Day :	7.0	Hours	Sprint Capacity Hours w/o planning per Resource:	60	Hours								
	Sprint Backlog Planning %:	15%		Excess/Unused Capacity	1.6	Days								

Productivity

This column is used mainly in a co-production environment, typically where newly enabled client resources may be allocated full time to the project, but allowances are made for them learning on-the-job.

	Sprint F	Resourci	E A SSIGNMENTS		Hours Dedicated									
Team				Days Available	Total		Allocation	Wo	rk Activ	VITIES	Sprint Ceremonies,			
Number	Scrum Role	Source	Role	During Sprint	Billable Hours	Productivity	to Work Activities	Design	Build & Unit Test	Test	Management, Mentoring, etc.			
0	Other (non-Dev)	Pega	Practice Leader	1	8	100%	0%	0	0	0	8			
0	Scrum Master	Pega	Engagement Leader	10	80	100%	0%	0	0	0	80			
0	Team Member	Pega	(L/S) Business Architect	10	80	100%	100%	48	0	12	21			
0	Team Member	Pega	Lead System Architect	10	80	100%	100%	30	30	0	21			
0	Team Member	Pega	(Sr) System Architect	20	160	100%	80%	10	86	0	65			
0	Team Member	Pega	Experience Designer	5	40	100%	100%	24	0	6	10			
0	Other (non-Dev)	Client	Product Owner	10	80ლ	100%	0%	0	0	0	80			
0	Team Member	Client	Test Lead	10	80	100%	100%	6	0	54	21			
0	Team Member	Client	Tester	10	80	100%	100%	6	0	54	21			
0	Team Member	Client	Business Architect	10	80	40%	100%	19	0	5	56			
0	Team Member	Client	System Architect	10	80	40%	100%	0	19	5	56			
	11		11		848			142	134	134	437			
					048				411		43/			

Certified Pega resources should be 100% productive except for junior resources, whereas you can apply discretion to the productivity of client resources. Productivity may increase from sprint to sprint in which case, you should pro-rata this across Sprint 1-Sprint N. Refer to the notes on the Scrum Sizing sheet for further guidance.

Resources classified as 'Other (Non-Dev)' have effective productivity of 0% which means that they do not contribute to the backlog burndown.

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Days Available During Sprint

When specifying the number of days available during the sprint, if you double the number of days for one resource, this is the same as adding an additional resource. For example, if a test resource is allocated 10 days to a 10-day sprint and you set the **Days Available During Sprint** to 20, this will increment the test resources by one on the Scrum Summary tab e.g.

	Sprint F	Resourci	E A SSIGNMENTS		Hours Dedicated								
Team				Days Available	Total		Allocation	Wo	RK ACTIV	/ITIES	Sprint Ceremonies,		
Number	Scrum Role	Source	Role	During Sprint	Billable Hours	Productivity	to Work Activities	Design	Build & Unit Test	Test	Management, Mentoring, etc.		
0	Other (non-De∨)	Pega	Practice Leader	1	8	100%	0%	0	0	0	8		
0	Scrum Master	Pega	Engagement Leader	10	80	100%	0%	0	0	0	80		
0	Team Member	Pega	(L/S) Business Architect	10	80	100%	100%	48	0	12	21		
0	Team Member	Pega	Lead System Architect	10	80	100%	100%	30	30	0	21		
0	Team Member	Pega	(Sr) System Architect	20	20 160	160 100% 80%	80%	10	86	0	65		
0	Team Member	Pega	Experience Designer	5	40	100%	100%	24	0	6	10		
0	Other (non-De∨)	Client	Product Owner	10	80	100%	0%	0	0	0	80		
0	Team Member	Client	Test Lead	10	80	100%	100%	6	0	54	21		
0	Team Member	Client	Tester	10	80	100%	100%	6	0	54	21		
0	Team Member	Client	Business Architect	10	80	40%	100%	19	0	5	56		
0	Team Member	Client	System Architect	10	80	40%	100%	0	19	5	56		
	·		11		848			142	134	134	437		
		- 11		040				411		437			

Allocation to Work Activities

As standard, resources will contribute 100% of their productive time to burn down the backlog; either design, build & unit test or test effort.

To the right of 'Allocation to Work Activities', you will see the hours allocated to each activity.

	Sprint F	R ESOURC	e A ssignments				Hour	s D ED	ICATED		
Team				Days Available	Total		Allocation	Wo	rk Activ	VITIES	Sprint Ceremonies,
Number	Number Scrum Role Source		Role	During Sprint	Billable Hours	Productivity	to Work Activities	Design	Build & Unit Test	Test	Management, Mentoring, etc.
0	Other (non-Dev)	Pega	Practice Leader	1	8	100%	0%	0	0	0	8
0	Scrum Master	Pega	Engagement Leader	10	80	100%	0%	0	0	0	80
0	Team Member	Pega	(L/S) Business Architect	10	80	100%	100%	48	0	12	21
0	Team Member	Pega	Lead System Architect	10	80	100%	100%	30	30	0	21
0	Team Member	Pega	(Sr) System Architect	20	160	100%	80%	10	86	0	65
0	Team Member	Pega	Experience Designer	5	40	100%	100%	24	0	6	10
0	Other (non-Dev)	Client	Product Owner	10	80	100%	0%	0	0	0	80
0	Team Member	Client	Test Lead	10	80	100%	100%	6	0	54	21
0	Team Member	Client	Tester	10	80	100%	100%	6	0	54	21
0	Team Member	Client	Business Architect	10	80	40%	100%	19	0	5	56
0	Team Member	Client	System Architect	10	80	40%	100%	0	19	5	56
			11		848			142	134	134	437
			11		048				411		43/

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The hours allocated to work activities are calculated by a combination of role, sprint hours/day and sprint backlog planning %. If a resource has 80 billable hours available to the sprint, this will be spread across design, build & test, test and sprint ceremonies, management, mentoring effort.

Different roles will burn down different types of work e.g. the testers will burn down a small element of design but a lot of the test effort. This is automatically calculated and cannot be overridden.

The table below illustrates the percentage of work hours that are allocated to specific activities based on role before time is allocated to sprint ceremonies and/or mentoring.

Role	Allocation to Work Activities	Comments
Lead System Architect	50% Design 50% Build & Unit Test	The LSA will typically focus on designs, working closely with the SBA, and support & review during build & unit test.
(Senior) System Architect	10% Design 90% Build & Unit Test	The System Architect will predominantly burndown build and unit test effort which includes and defect fixing effort. System Architects also contribute to design effort so a provision has been made for this. Not that a UI developer is classified as an SSA.
Senior Business Architect	80% Design 20% Test	The SBA will burn down the design (elaboration) component of each line item. During in-sprint testing and testing during the hardening sprint, the SBA will be involved in helping to resolve defects and clarifications, so an allowance is made for this.
Test Lead / Tester	10% Design 90% Test	Test team members will prepare for testing, execute tests in sprint and during Sprint-Z (hardening, the last sprint). Provision is also made for design discussions as part of a 3-way handshake and any test preparation that may be required during design.

For co-production, if an experienced System Architect is mentoring a new System Architect, then the experienced architect should have their allocation to work activities reduced by 20% for every System Architect they are mentoring. The hours are allocated to the 'Sprint Ceremonies' column. In addition, the new System Architect should have a lower productivity while they learn so that the sizing and timelines take this in to account i.e. if you assume a

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team of three new System Architects will burn down the backlog as quickly as experienced System Architects, your plan will likely be delayed. This is an example of how a co-production profile should look where one new SA is being mentored by an experienced SA:

	Sprint F	Resource		Hours Dedicated								
Team				Days Available	Total		Allocation	Wo	rk Activ	/ITIES	Sprint Ceremonies,	
Number	Scrum Role	Source	Role	During Sprint	Billable Hours	Productivity	to Work Activities	Design	Build & Unit Test	Test	Management, Mentoring, etc.	
0	Other (non-Dev)	Pega	Practice Leader	1	8	100%	0%	0	0	0	8	
0	Scrum Master	Pega	Engagement Leader	10	80	100%	0%	0	0	0	80	
0	Team Member	Pega	(L/S) Business Architect	10	80	100%	100%	64	0	16	0	
0	Team Member	Pega	Lead System Architect	10	80	100%	100%	40	40	0	0	
0	Team Member	Pega	(Sr) System Architect	10	80	100%	80%	6	58	0	16	
0	Team Member	Pega	Experience Designer	5	40	100%	100%	32	0	8	0	
0	Other (non-De∨)	Client	Product Owner	10	80	100%	0%	0 0		0	80	
0	Team Member	Client	Test Lead	10	80	100%	100%	8	0	72	0	
0	Team Member	Client	Tester	10	80	100%	100%	8	0	72	0	
0	Team Member	Client	Business Architect	10	80	40%	100%	26	0	6	48	
0	Team Member	Client	System Architect	10	80	40%	100%	0	26	6	48	
			11		768			184	123 488	181	280	

In the above example, the Pega SSA dedicated 16 hours per sprint to mentoring and the new SA is learning for 48 hours. These hours will vary depending on the % allocated to sprint ceremonies.

Effort Details

This section, which appears on each of the beige tabs, summarises the total effort that appears on corresponding tabs e.g. on the Sprint-Z Hardening tab, the hours totaled below are based on the total effort recorded on the green Sprint Z-Hardening Details tab.

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UAT Support Hours:



	Sprint	Resource	Assignments			Hours Dedicated									
Team Number	Scrum Role	Source	Role	Days Available During Sprint	Total Billable Hours	Productivity	n to Work	Work Effort Capacity	Sprint Governance/ Management	Other Non-Dev Activities					
0	Other (non-Dev)	Pega	Practice Leader	1	8	100%	0%	0	7	1					
0	Scrum Master	Pega	Engagement Leader	10	80	100%	0%	0	70	10					
0	Team Member	Pega	(L/S) Business Architect	10	80	100%	50%	35	0	45					
0	Team Member	Pega	Lead System Architect	10	80	100%	80%	56	0	24					
0	Team Member	Pega	(Sr) System Architect	10	80	100%	100%	70	0	10					
0	Team Member	Pega	Experience Designer	2	16	100%	100%	14	0	2					
0	Other (non-Dev)	Client	Product Owner	10	80	100%	0%	0	0	80					
0	Team Member	Client	Test Lead	10	80	100%	100%	70	0	10					
0	Team Member	Client	Business Architect	10	80	40%	100%	28	0	52					
0	Team Member	Client	System Architect	10	80	40%	100%	28	0	52					
					664			301	77	286					
		Effor	t Details			1	See help l	box on Sprii	nt 1-Sprint N tab						
			Additional Testing	g Hrs											
Effo	rt Category	Estimated Hrs	%	Hrs	Total										
На	rdening Tasks Hrs:	40		0	40	1									
Hand	dover Tasks Hours:	60		60	1										

You can add a contingency to each task. As you can see in the above example, the effort exceeds the capacity, so the Dev Effort Capacity total is highlighted in red and so is the total for the Effort Details. This requires additional resources to be added to the hardening sprint.

Proposed Staffing Plan on the Scrum Summary tab

Once you have updated the beige tabs with appropriate resourcing and updated the consulting Services tab, you can view the Proposed Staffing Plan on the Scrum Summary tab:

		s	PRINT- I NI	ITIATE							SPRINT-	·Z	TOTAL					
SOURCE	ROLE					Spri	int-1	Spri	int-2	Spri	int-3	Spri	nt-4	Sprint-5		• • • • • • • • • • • • • • • • • • • •	_	(HRS)
		#	02-Jan	09-Jan	#	16-Jan	23-Jan	30-Jan	06-Feb	13-Feb	20-Feb	27-Feb	06-Mar	13-Mar	#	20-Mar	27-Mar	2-Apr
		*	w1	w2		w3	w4	w5	w6	w7	w8	w9	w10	w11	-	w12	w13	13 Wks
Pega	Practice Leader	0.1	4	4	0.1	4	4	4	4	4	4	4	4	4	0.1	4	4	52
Pega	Engagement Leader	-1	40	40	1	40	40	40	40	40	40	40	40	40	-1	40	40	520
Pega	(L/S) Business Architect	-1	40	40	1	40	40	40	40	40	40	40	40	40	-1	40	40	520
Pega	Lead System Architect	-1	40	40	1	40	40	40	40	40	40	40	40	40	-1	40	40	520
Pega	(Sr) System Architect	2	80	80	2	80	80	80	80	80	80	80	80	80	1	40	40	960
Pega	Experience Designer	-1	40	40	0.5	20	20	20	20	20	20	20	20	20	1	40	40	340
Client	Product Owner	1	40	40	1	40	40	40	40	40	40	40	40	40	1	40	40	520
Client	Test Lead	1	40	40	1	40	40	40	40	40	40	40	40	40	-1	40	40	520
Client	Tester	0	0	0	2	80	80	80	80	80	80	80	80	80	0	0	0	720
Client	Business Architect	1	40	40	1	40	40	40	40	40	40	40	40	40	1	40	40	520
Client	System Architect	1	40	40	2	80	80	80	80	80	80	80	80	80	-1	40	40	880
	Weekly Subtotal	10.1	404	404	12.6	504	504	504	504	504	504	504	504	504	9.1	364	364	6.072
	Sprint Total			08	12.6					4,536					7.1	7:	28	6,072

Getting the staffing right is an iterative process that will involve making changes to the resources on the beige tabs then reviewing the impact of those changes on the Staffing Plan.

In the screenshot above you will notice that Sprint 5 is only one week long whereas the other sprints are 2 weeks long. In this example, you could make amendments to the Sprint 1-Sprint

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N beige tab to reduce the number of Sprints to 4 e.g. add a resource or make some staffing assumptions that will increase capacity (i.e. productivity or allocation to work activities).

Multi-Release Schedule

If you are planning multiple major releases you can use the **Multi-Release Schedule** flag on the Scrum Summary tab:

Project Sizing Summary									
*CLIENT NAME:	XYZ Company Ltd	XYZ Company Ltd * Engagement NAME:							
*Pega Version:	8.1	Multi-Release Schedule:	Υ						
Application Name:	ABC Application	Agile Studio In Use:	Υ						
Application Version:		Engagement Lead:	CoProduction						
*DCO To Be Used:	Y	Staffing Model:	Pega / Client						
*Sizing Generated By:	A Person	*Sizing Verified By:	A N Other						

We recommend using this only for large projects that involve a more traditional approach of large releases. Pega's strongly recommended approach is to release MLP within 90 days or less, then to release every one or two sprints after the MLP release so that the client can continue to receive continuous improvement and value rapidly. The Multi-Release Schedule is not suitable in that scenario and instead release effort should be built into every sprint e.g. as part of the CI/CD pipeline.

If you are using this setting, ensure that you set the release tags on each line item on the green tabs e.g.

Release Tag	Sprint Number	ID	Case, Feature, Stage, Epic, User Story, Screens/Ul Name	Item Maturity	ltem Type	(
R1		-1	Advanced Search	New	User Story	٨
R1		2	Large Epic 1	New	Epic	C
R2		3	Large Epic 2	New	Epic	C

This will result in a profile that will look something like this:

	Export Staffing as Edital	ole E	xcel Fi	el File Proposed Staffing Plan																							
			SPRINT-INITIA					Release	Release 1		R	R 1 Release 2				SPRINT-Z			TOTAL								
SOURCE	ROLE	۰	PKINI-INI	IIIAIE		Spr	int-1	Spri	int-2	Spri	int-3	Rele	ease	Spr	int-5	Spr	int-6	Spr	int-7	Spr	int-8	Spr	int-9		SPRINI	-2	(HRS)
JOURCE	KOLE	_	02-Jan	09-Jan	#	16-Jan	23-Jan	30-Jan	06-Feb	13-Feb	20-Feb	27-Feb	06-Mar	13-Mar	20-Mar	27-Mar	03-Apr	10-Apr	17-Apr	24-Apr	01-May	08-May	15-May	_	22-May	29-May	4-Jun
			w1	w2		w3	w4	w5	w6	w7	w8	w9	w10	w11	w12	w13	w14	w15	w16	w17	w18	w19	w20		w21	w22	22 Wks
Pega	Practice Leader	0.1	4	4	0.1	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	0.1	4	4	88
Pega	Engagement Leader	-1	40	40	-1	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	-1	40	40	880
Pega	(L/S) Business Architect	1	40	40	-1	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	-1	40	40	880
Pega	Lead System Architect	1	40	40	- 1	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	-1	40	40	880
Pega	(Sr) System Architect	2	80	80	2	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	-1	40	40	1,680
Pega	Experience Designer	-1	40	40	0.5	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	-1	40	40	520
Client	Product Owner	-1	40	40	-1	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	-1	40	40	880
Client	Test Lead	1	40	40	-1	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	-1	40	40	880
Client	Tester	0	0	0	2	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	0	0	0	1,440
Client	Business Architect	-1	40	40	-1	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	- 1	40	40	880
Client	System Architect	1	40	40	2	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	- 1	40	40	1,600
	Weekly Subtotal	101	404	404	12.6	504	504	504	504	504	504	504	504	504	504	504	504	504	504	504	504	504	504		364	364	10 (00
	Sprint Total 10.1 808							3,0	24			1,0	800					5,0	040					7.1	7.	28	10,608

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When using this setting, a useful table appears on the Sprint 1-Sprint N beige tab:

Multi-Release										
Release Name	Short Name	Hours (Specs, Reports, Interfaces, Robotics)	Num of Sprints	Release Sprint Needed	Release Sprint					
Release 1	R1	499	2.9	1	4					
Release 2	R2	869	5	0	Sprint-Z					
Release 3	R3	0	0	0	0					
Release 4	R4	0	0	0	0					
Release 5	R5	0	0	0	0					
Release 6	R6	0	0	0	0					
Release 7	R7	0	0	0	0					
Release 8	R8	0	0	0	0					
Release 9	R9	0	0	0	0					
Release 10	R10	0	0	0	0					
Release 11	R11	0	0	0	0					
Tota		1368	7.9	1	9					

This setting can be toggled on and off.

Sprint-Prepare Task Details

This tab lists out pre-defined tasks that are typically performed during the Prepare phase. You can add, delete or edit items in this list.

By setting the 'In scope for this project?' flag to 'No' it will remove the hours to complete the task from the sizing. The line item can remain in the sheet in case you decide to add it back in later, or so that it is clear you have consciously removed it from scope.

The 'Estimated Hours' to complete the task can be amended. These hours are placeholders and should be reviewed for accuracy when completing sizing.

You can set a release tag for Prepare but the default is to assume that there is no release tag; Prepare should happen once per project but there may be exceptions to this.

Sprint-Z Hardening Details

Specific tasks are added to this tab for the final sprint during each release. Typically hardening includes the following tasks, among others:

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	Sprint-Z Harden			? HELP			
	Number of Rows to add:	1	Add Ro	Add Rows			
ID	Task Name	Task Type	Business Impact	Estimated Hours	Total Hours		
1	Penetration Testing	Hardening Task	High	40	40		
2	Handover to Hypercare	Hardening Task	High	80	80		
3	UAT Support	UAT Support	High	180	180		
			Totals:	300	300		

Consulting Services

Use the Consulting Services tab to include additional services such as performance tuning and health checks. Hours you add here will automatically update the Scrum Summary for the specified role.

	Consulting Services											
ID	Consulting Service	Source	Role	Sprint-0 Hours	Sprint 1-N Sprint-1	Sprint-Z Hours	Total Estimated Hours					
1	Design Review	Pega	Lead System Architect		40		40					
2	Performance Review/Tuning Level-1	Pega	Lead System Architect			20	20					
3	Usability Reviews	Pega	Business Architect				-					
4	User Experience Design/Config Sr∨s	Pega	UX Sr. Director	60			60					
				60	40	20	120					

Other Considerations

Some other key points:

1) A UI developer should be classified as an SSA in the sizing sheet; there is no separate classification for a UI developer (who are specialist SSA's).