

Things you wish you shared with your team
before they agreed on that deadline



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5

RIP CURRENTS
Escape the grip of the sea

Escapes de la resaca

5 things

your team needs to know
before they agree on a deadline



1. How many
days are there
in a year?

UK 2018: 253 working days

YEAR = 8 months work + holidays + weekends



Work takes a week...

Junior dev: I have 7 days!

Experienced dev: I have 5 days!

Truly: ...

YEAR < 250 days

MONTH < 20 days

WEEK < 5 days

**1. We work much less
than we think**

2. We are humans

A young girl with dark hair, wearing a floral patterned shirt, looks towards a white robot. The robot has a round head with blue glowing eyes and a pink antenna. It is holding a tablet and has pink cherry blossoms attached to its arm. The background is a blurred crowd of people in a brightly lit indoor space.

We're not robots.

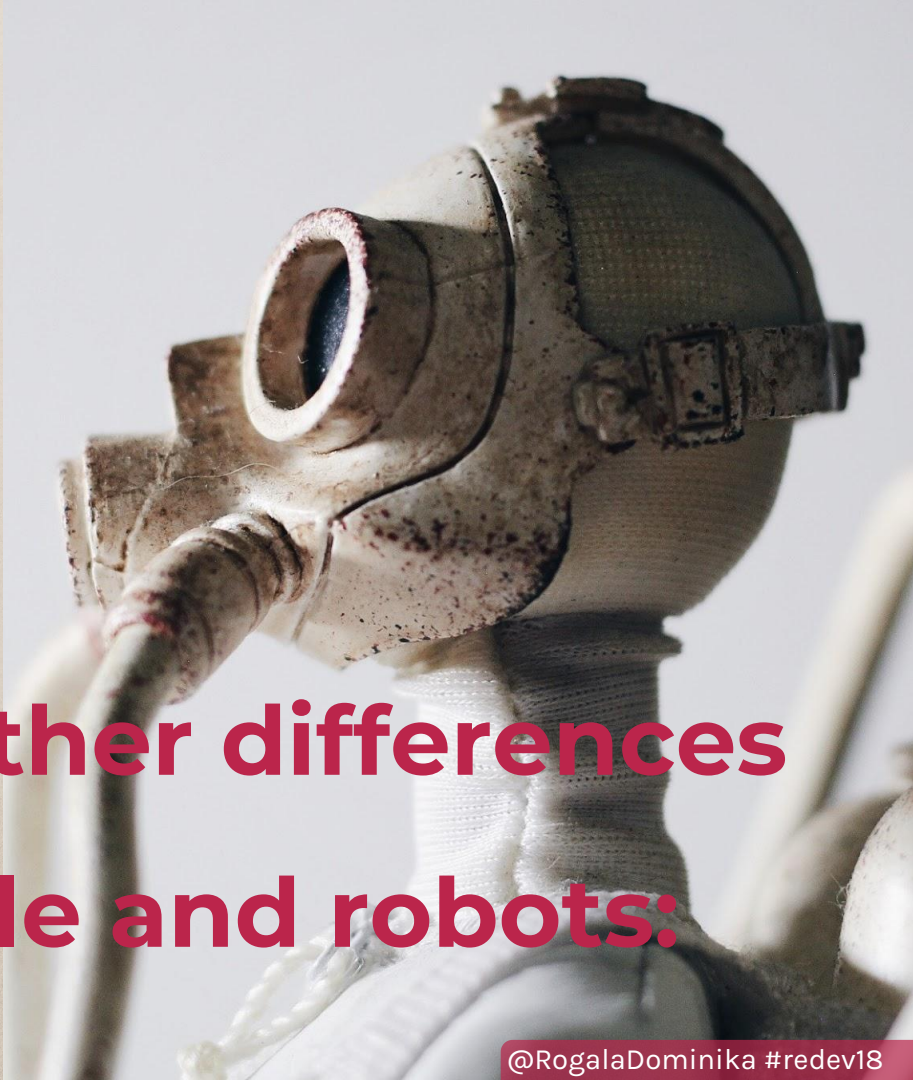
sometimes we get sick.

sometimes we are tired.

sometimes we have a bad day.

Yet we often plan as if we were

perfectly regulated robots.



**Let's see some other differences
between people and robots:**

1. Start using a new tool:

training & time

install tool

2. Joining the team:

build trust

add to network

3. Viruses

2 weeks off

install patch

2. We are humans

3. Traps that kill our estimations

IT'S A TRAP!



tomorrow



noun

A mystical land where 99% of all human productivity, motivation and achievement is stored.

Today we procrastinate. How
much?

2 hours.

A day.

“In the meantime” actually takes time.

meantime



noun

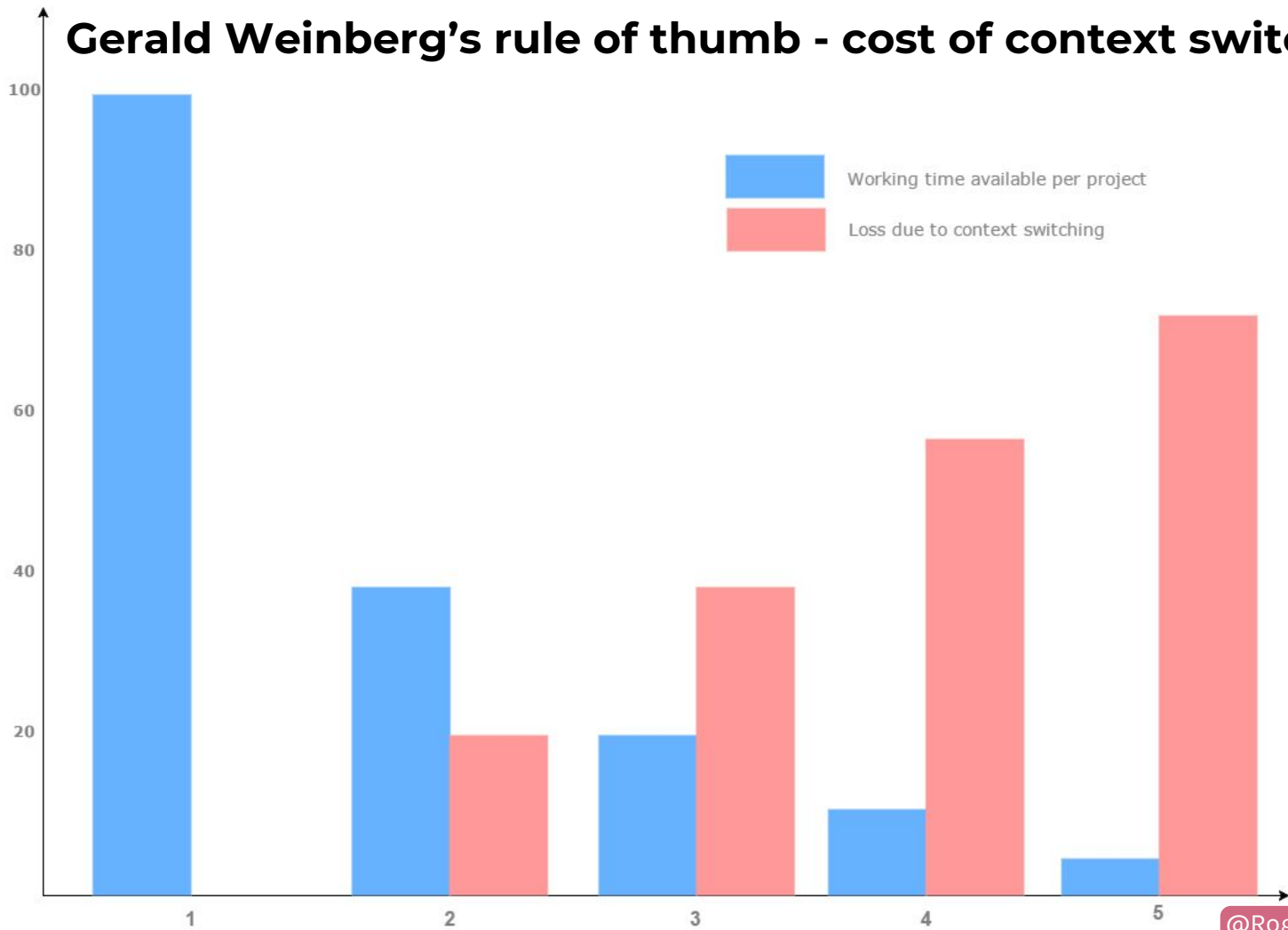
A mystical land where 99% of all human focus is stored.

**Next mystical land that steals
time: context-switching**



IT'S A TRAP!

Gerald Weinberg's rule of thumb - cost of context switching.

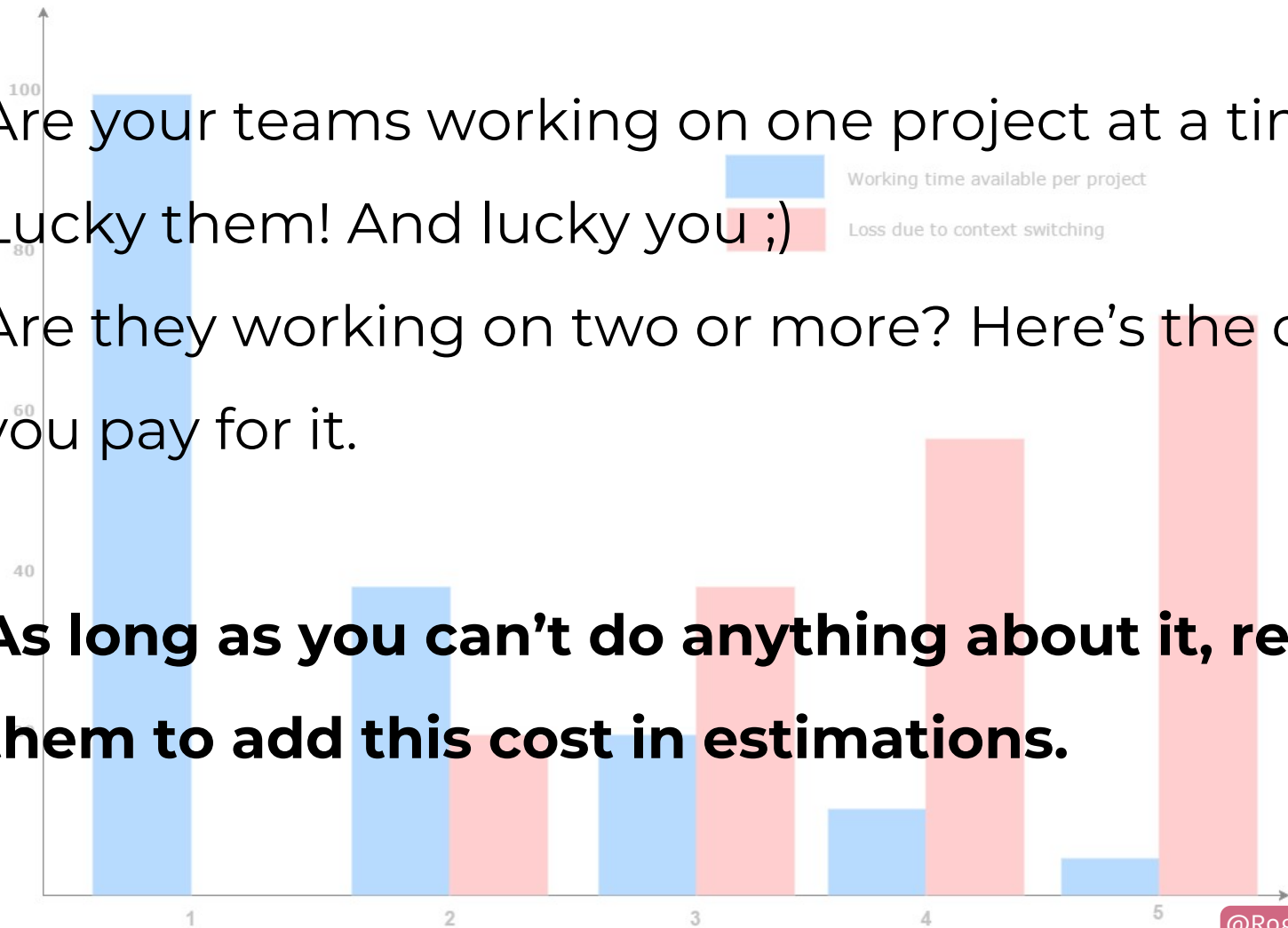


Are your teams working on one project at a time?

Lucky them! And lucky you ;)

Are they working on two or more? Here's the cost you pay for it.

As long as you can't do anything about it, remind them to add this cost in estimations.



A red, multi-pointed starburst graphic with a white outline, containing the text "IT'S A TRAP!".

IT'S A TRAP!

Things we can't predict



Traps:

Tomorrow

“In the meantime”

Context-switching

Things we don't know...

... **what's your trap?**

3. Traps steal time

4. All work counts

Documentation...

A photograph of a grand, vaulted library. The ceiling is high and arched, with a series of repeating semi-circular vaults. The walls are lined with tall, dark wooden bookshelves filled with books. The floor is polished and reflects the light. In the foreground, several classical busts are placed on pedestals. The overall atmosphere is one of historical grandeur and intellectual pursuit.

It's easy to forget about it in estimations so make sure people on your team remember about this silent hero.

Estimations. Planning. Specifying requirements.

Is this even real work?

YO DAWG I HERD YOU LIKE ESTIMATING

**SO I PUT ESTIMATIONS
IN YOUR ESTIMATIONS**

How about outsourcing?

Isn't it what we use when we want to speed up development?

Yes, that's right. But it's always at a cost of team's time.

4. All work counts

5. Priorities

Why do we always meet
for Christmas Dinner on
time but miss other
deadlines?



Christmas Dinner Priority: **Time**



What are your priorities?
Product quality?
User experience?
Money?

Does your team know?

Everyone has a default priority that they will use if no other is clearly defined.

5. Share top priority



5

RIP CURRENTS
Entre las olas al salir del mar

Las corrientes de resaca son canales de agua que fluyen desde el mar hacia el interior de la playa. Pueden ser muy peligrosas y causar lesiones graves o incluso la muerte.

Si te encuentras en una corriente de resaca, no te lances a nadar contra ella. En su lugar, nade perpendicularmente a las olas hasta que llegues a la orilla.

Si estás en una corriente de resaca y no puedes salir, ponte boca abajo en el agua y trata de flotar. Cuando llegues a la orilla, levántate lentamente.

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Escapes de la resaca

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1. We work less than we think
2. We are humans
3. Traps steal time
4. All work counts
5. Share top priority



Time.
Humans.
Traps.
Work.
Priorities.

How to make sure
people in your team
know all these things,
and remember it
in the right moment?



Talk about time

Talking about estimations creates common understanding of time.

Everyone is involved and thus we constantly improve our teams' estimation abilities.

Let them guess

Create a culture of blameless improvement.

Always make it clear if we're estimating or declaring a binding deadline (team & outside).

Estimation
is not
declaration

Ask about buffers

Add buffers for

Maternity/paternity leaves

Sick leaves

Days around holidays

Add buffers for

skiing season

New joiners

Irregular known unknowns

Iterate and reflect

Use what you already have (sprint planning, retros) to talk about time.



Share

Interesting resources, your planning techniques,
mistakes you made...

Oh, and you can share this talk. Here's a 10-minutes video



Time.
Humans.
Traps.
Work.
Priorities.

If you want your team
to agree on deadlines
they will meet **make sure**
they know what you
know.