



Axosoft University

OT-302: Agile/Scrum Methods in OnTime



The Release Hierarchy

Three Duration Fields

Original Estimate

Actual Duration

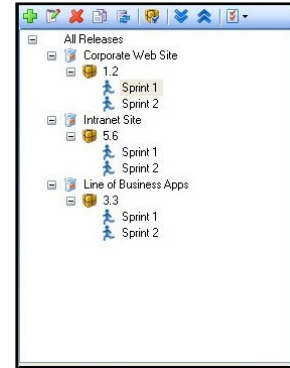
Remaining Estimate

Burndown Charts and Velocities

Burndown Velocities

The Release Hierarchy

Understanding the Releases hierarchy tree in OnTime is essential for companies looking to implement Agile or Scrum methodologies. The Releases tree has three distinct levels: Product, Version, and Sprint. The first level, Product, is tied to one or more folders in the Project Hierarchy, and this displays the Product Backlog for that Product. Burndown information is calculated through the Release Tree (more on this in a moment).



Three Duration Fields

Three duration fields exist for each defect, feature, task, and incident. These fields are typically displayed when a workflow entry is added or edited:

A screenshot of the 'Log Work' dialog box in OnTime. The dialog has a title bar with 'Log Work' and standard window controls. It contains several fields: 'Work Done By' (Administrator), 'Time Spent' (2 Hours), 'Type' (Billable), and 'Description' (worked on stored procedure). Below these is a section for 'Item Estimates' with a table showing 'Original Estimate' (4 hrs), 'Remaining Estimate' (2 hrs), and 'Actual Work' (5 hrs). There is a progress bar below the table. At the bottom, there are checkboxes for 'Update Remaining Estimate' (checked) and 'Update Percent Complete' (checked), with input fields for '2' hours and '71' percent respectively. 'Save' and 'Cancel' buttons are at the bottom right.

Original Estimate

This is the initial estimate that a team makes about the amount of effort it will take to complete a particular defect or feature. This field tends to be set to “required” at the beginning of its lifecycle and “read-only” at the end of its lifecycle. These behaviors can be adjusted using workflow field templates.

Actual Duration

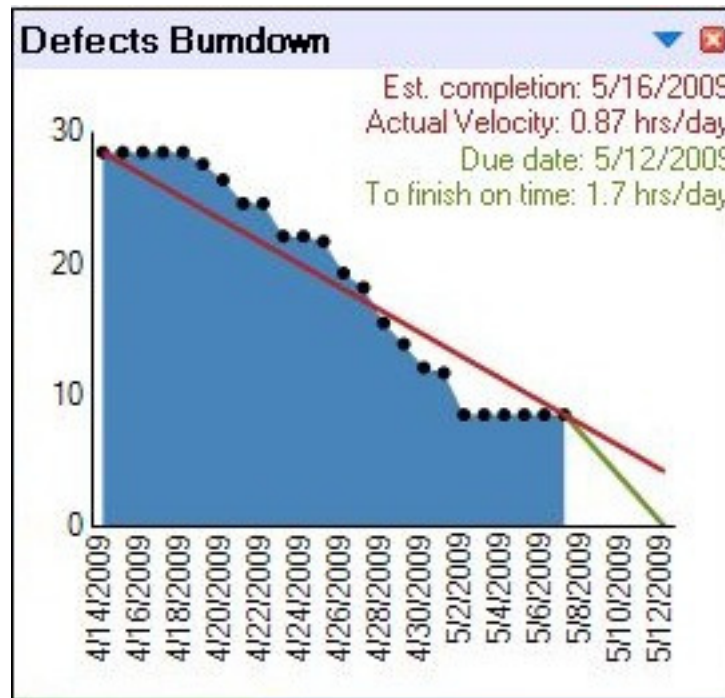
This is the amount of effort that has been spent so far on an item. This is usually calculated automatically when time entries are added/edited (remember to activate the setting under Tools -> System Options -> Item Detail Settings).

Remaining Estimate

This field represents how much approximate time is needed to complete the item. This field can be updated whenever someone adds or edits a time entry. This is the most important of the three duration fields and is directly responsible for the data that appears in the Burndown Charts.

Burndown Charts and Velocities

Once items have been dropped into a sprint, OnTime will begin tracking them on a burndown chart on the mini-dashboard. The data for the burndown comes from the “Remaining Estimate” field. Every day, the amount of total remaining time for the entire sprint is recorded as a data point on the burndown. Over time, a curve will emerge from the series of points.



Burndown Velocities

Two velocity lines eventually emerge from the burndown chart: the optimal velocity and the estimated velocity.

The optimal velocity (the green line) draws the speed at which the team will need to work in order to finish the sprint by the final day of the sprint.

The estimated velocity (the red line) is the average speed the team has worked up to this point during the current sprint.

These velocities can help managers to see if a project is on track to reach a target date or not.



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