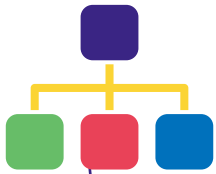


CHECKLIST OF SOFTWARE ESTIMATION STRATEGIES

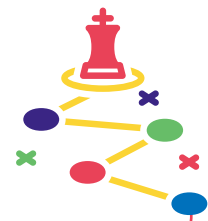


TOP-DOWN ESTIMATES:

Estimating a project by starting with high-level functionality and breaking it down into lower-level details. Most Agile projects are estimated using this strategy where a larger application is broken into estimable user stories.

BOTTOM-UP ESTIMATES:

Projects with a higher level of uncertainty may require bottom-up estimates, where smaller pieces are estimated and integrated into a larger picture in a piecemeal fashion.



ANALOGOUS ESTIMATES:

Projects that are very similar to each other, such as a news app for different publishers, may benefit from analogous estimates based on prior projects that have been completed.

PARAMETRIC ESTIMATES:

Parametric estimates involve measuring the smallest variable to build something, such as a line of code. Of course, these estimates require a very accurate picture of what is going to be built.



THREE-POINT ESTIMATES:

The three-point estimate looks at the best-case, likely-case and worst-case scenarios and averages them to create an estimate.