COMPUTING & DIGITAL MEDIA
PROJECT MANAGEMENT
ASSIGNMENT 5

Group: Gravity

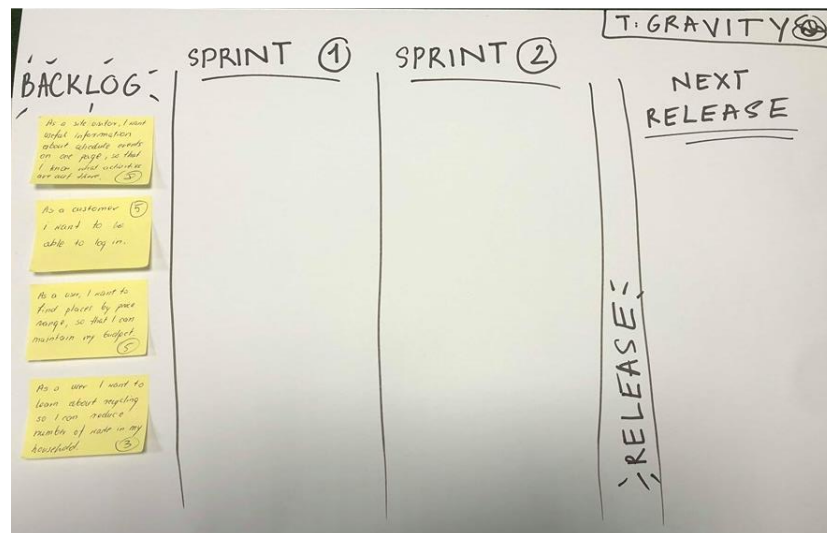**Team's members:** Minh Tran - G00365411

Katarzyna Krakowska - G00364903
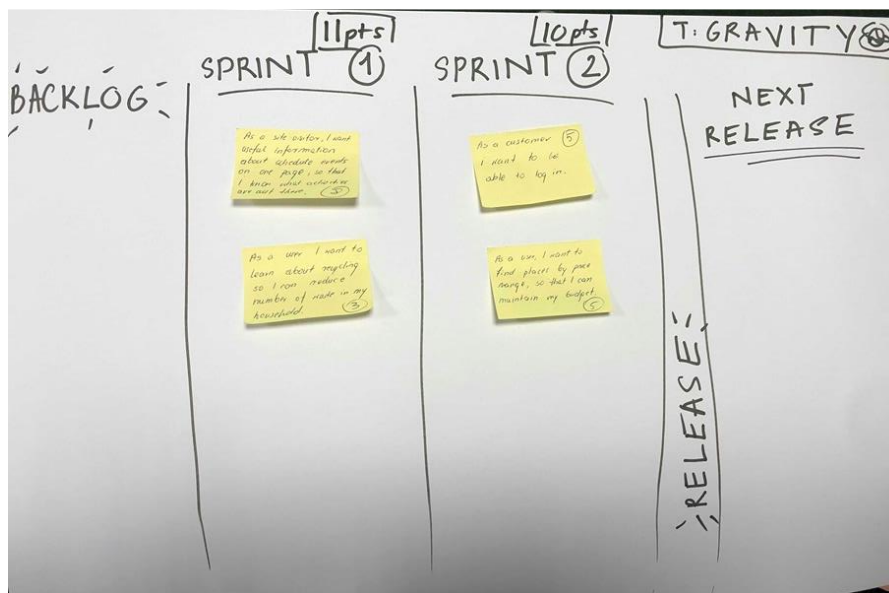
Stephen Melly - G00334648

Edgars Becs - G00377012

Thomas Burke - G00362619

1. User story in release plan and size in story points

Img 1.1: Prioritize stories in this release

*Img 1.2: Stories that have been put into sprints*

Sprint 1: (11 pts)

- As a site visitor, I want useful information about schedule events on one page, so that I know what activities are out there. – **8 pts**
- As a user I want to learn about recycling so I can reduce number of waste in my household. – **3 pts**

Sprint 2: (10 pts)

- As a customer i want to be able to log in. – **5 pts**
- As a user, I want to find places by price range, so that I can maintain my budget. – **5 pts**

2. Team velocity & Burn Down Chart
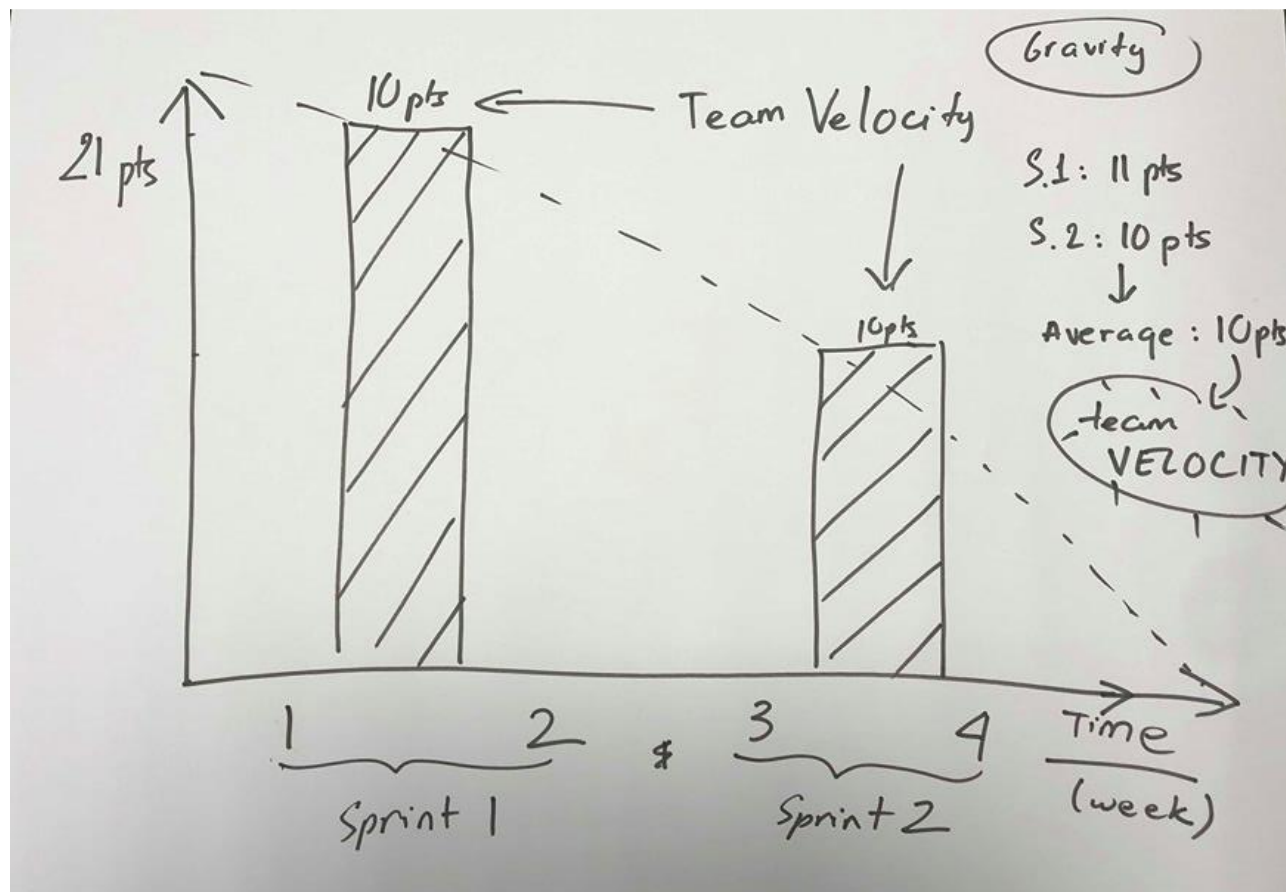
3. The release plan, the release plan confidence vote, how the plan was put together

Img 3.1 : Stories with associated break down tasks

Img 3.2: Stories with associated assigned tasks

Confidence vote: used One in five technique where 1 is confident about plan, 5 is not confident about plan. Team members vote 1 (each) which means they all are confident about project plan.

All team's members agreed with the release plan and are confident with the sprints.

4. Sprint plan meeting, resultant sprint plan and sprint goals

Sprint planning meeting: The team agreed to meet up on the first day off **sprint 1** (17/02/2020) to discuss about release plan, prioritize user stories, team velocity, burn down chart, break down tasks and to carry out confidence vote.

- The Product Owner (Minh Tran) informed the team that prioritize stories that should be done during this release are:
    1. As a site visitor, I want useful information about schedule events on one page, so that I know what activities are out there – *8 pts*
    2. As a customer i want to be able to log in. - *5 pts*
    3. As a user, I want to find places by price range, so that I can maintain my budget. - *5 pts*
    4. As a user I want to learn about recycling so I can reduce number of waste in my household. - *3 pts*
- As we have 21 points in total for the first release, the team decided on having approximately 10 points for each sprint. We assigned 11 points for the first sprint and 10 points for second sprint (see session 1 for explanation).
- The team calculated **team velocity** based on the average points associated to each sprint – our **team velocity is 10 points.**
- Burn down chart is illustrated on paper in term of sprint, half the work will be done after the first sprint.
- Scrum board was taken into consideration in this next step, after identifying committed stories for this sprint 1, which are story 1 & story 4, we broke them down into smaller tasks that need to be completed for the stories to reach our *definition of DONE.*
- The next step is to carry out a release plan confidence vote - as the technique is described above - after the count, all team members showed up their thumbs (1), which means everyone is confident about the plan.
- Subsequently, team members picked their own task to work on, as it is shown in *image 3.2.*
- The team agreed on the sprint goals which is depicted below.

Resultant of sprint planning is teams forecast what can be delivered in the upcoming Sprint. Two stories were chosen for Sprint Backlog based on estimated team velocity, and then broken into tasks using Scrum Board. Each team member selected task to complete.

Sprint Goals:

"The Sprint Goal is an objective set for the Sprint that can be met through the implementation of Product Backlog. Sprint goals are the result of a negotiation between the Product Owner and the Development Team. Sprint Goals should be specific and measurable. While the selected work for the Sprint Backlog represents a forecast, the Development Team gives their commitment to achieving the Sprint Goal."[1] (Scrum.org, 2020)

Sprint name *

GRAV Sprint 1

Start date *

2020/02/17   7:14pm   📅

End date *

2020/02/28   7:14pm   📅

Sprint goal

The sprint goal is to create a fully functioning home page and environment page for Galway 2020. Both will have clear, easily readable content including text, images, multimedia files, and functioning links. The home page will have calendar with Galway 2020 events.

---

[1] Scrum.org. (2020). *The 11 Advantages of Using a Sprint Goal*. [online] Available at: https://www.scrum.org/resources/blog/11-advantages-using-sprint-goal [Accessed 19 Feb. 2020].

5. User stories and tasks associates using Jira

- GRAV-8 As a site visitor, I want useful information about schedule events on one page, so that I know what activities are out there.
- ☑ GRAV-9 Wire Frame — G
- ☑ GRAV-10 Nav Bar — EB
- ☑ GRAV-11 Event Calendar — TB
- ☑ GRAV-14 Article Section with images and Text/Links — G
- ☑ GRAV-16 Article Section — KK
- ☑ GRAV-18 Nav Bar — EB
- ☑ GRAV-12 Ticket Booking
- GRAV-2 As a user I want to learn about recycling so I can reduce number of waste in my household.
- ☑ GRAV-17 Media Content
- ☑ GRAV-19 Functioning Links

6. Artefacts

Projects / Gravity / Reports

Sprint burndown chart

> How to read this report

Remaining work
Number of issues left to complete this sprint

Guideline
Ideal burn rate

Backlog

🔲 GRAV-8 As a site visitor, I want useful information about schedule events on one page, so that I know what activities are ...	8	
☑ GRAV-9 Wire Frame		G
☑ GRAV-10 Nav Bar	2	EB
☑ GRAV-11 Event Calendar		TB
☑ GRAV-14 Article Section with images and Text/Links		G
☑ GRAV-16 Article Section		KK
☑ GRAV-18 Nav Bar		EB
☑ GRAV-12 Ticket Booking		
🔲 GRAV-2 As a user I want to learn about recycling so I can reduce number of waste in my household.	3	
☑ GRAV-17 Media Content		
☑ GRAV-19 Functioning Links		

Artifacts produced:

- Sprint backlog was created, and Stories/Tasks added to it. Stories were sized according to team Velocity.
- Burndown chart was created using Jira inbuilt report section. To achieve this, Story points had to be allocated for each story. Burndown chart will update every time the Story has been completed and help team to see will Sprint be done on time and any Story points left for next sprint and help to size Stories for next sprint.

7. Reference

1. Scrum.org. (2020). *The 11 Advantages of Using a Sprint Goal*. [online] Available at: https://www.scrum.org/resources/blog/11-advantages-using-sprint-goal [Accessed 19 Feb. 2020].