

	Name	Nov, 25				Dec, 25				Jan, 26				Feb, 26				Mar, 26				Apr, 26							
		26	02	09	16	23	30	07	14	21	28	04	11	18	25	01	08	15	22	01	08	15	22	29	05	12	19		
1	▼ PawMigo-Smart pet care and walk app																												
2	▼ 1. Planning																												
3	1.1. Define product goals																												
4	1.2. Define project scope																												
5	1.3. Create project roadmap																												
6	1.4. Identify user roles(Pet owners, pet carers, vets)																												
7	1.5. Select technology stack(frontend, backend, database)																												
8	1.6. Conduct feasibility analysis																												
9	1.7. Setup version control(GitHub)																												
10	1.8.Setup Project management board(Trello)																												
11	▼ 2. Requirement gathering and analysis																												
12	▼ 2.1. Conduct research on pet care and walk app features																												
13	2.1.1. Compare existing pet services																												
14	2.1.2. Study reports and articles on pet ownership trends																												
15	2.2. Identify real user problems and challenges related to pet care																												
16	2.3. Collect functional and non-functional requirements from users																												
17	2.4. Prioritize requirements(Moscow technique)																												
18	2.5. Create product backlog																												
19	2.6. Identify potential risks and contingency plans																												
20	2.7. Draft Proposal																												
21	Milestone																												
22	▼ 3. Designing																												
23	3.1. Design UML diagrams																												
24	3.2. Design system architecture																												
25	3.3. Design initial database schema																												
26	3.4. Design basic UI wireframe																												
27	▼ 4. Execution																												
28	▼ 4.1. Sprint 1:User Management																												
29	▼ 4.1.1. Sprint Planning																												
30	4.1.1.1. Review goals and sprint backlog																												
31	4.1.2. Detailed module design(roles, registration, login, profile)																												
32	▼ 4.1.3. Develop user registration and login functionality																												
33	4.1.3.1. Develop user registration form																												
34	4.1.3.2. Develop login/logout UI																												
35	4.1.3.3. Implement form validation																												
36	4.1.3.4. Develop backend logic for authentication																												
37	4.1.4. API Integration																												
38	▼ 4.1.5. Testing																												
39	4.1.5.1. Test registration and login process																												
40	4.1.5.2. Check role-based access																												
41	4.1.5.3. Verify password and input validation																												
42	4.1.5.4. Bug fixing																												
43	Milestone 2																												
44	▼ 4.1.6. Sprint review																												
45	4.1.6.1. Demonstrate authentication system																												
46	4.1.6.2. Collect feedback and make improvements																												
47	▼ 4.2. Sprint 2:Pet profile management																												
48	▼ 4.2.1. Sprint Planning																												
49	4.2.1.1. Review goals and sprint backlog																												
50	4.2.2. Detailed module scope(pet details, profile management)																												
51	▼ 4.2.3. Develop pet profile UI																												
52	4.2.3.1. Develop add/update/delete pet profile forms																												
53	4.2.3.2. Implement form validation																												
54	4.2.4. Develop backend logic for pet profile management																												
55	4.2.5. Integrate frontend with backend APIs																												
56	▼ 4.2.6. Testing																												
57	4.2.6.1. Test CRUD operations																												
58	4.2.6.2. Verify data validation																												
59	4.2.6.3. Check error handling																												
60	4.2.6.4. Bug Fixing																												
61	▼ 4.2.7. Sprint review																												
62	4.2.7.1. Demonstrate pet profile module																												
63	4.2.8. Sprint retrospective																												
64	▼ 4.3. Sprint 3: Booking system and GPS tracking																												
65	▼ 4.3.1. Sprint Planning																												
66	4.3.1.1. Review goals and sprint backlog																												
67	4.3.1.2. Identify booking and tracking logic																												
68	4.3.2. Detailed module scope(Booking, calendar, map integration)																												
69	▼ 4.3.3. Develop booking UI																												
70	4.3.3.1. Implement calendar UI																												
71	4.3.3.2. Validate inputs																												
72	▼ 4.3.4. Develop GPS tracking UI																												
73	4.3.4.1. Setup map integration																												
74	4.3.4.2. Develop backend logic for booking and tracking																												
75	4.3.5. Integrate frontend with backend APIs																												
76	▼ 4.3.6. Testing																												
77	4.3.6.1. Test booking creation, update, cancellation																												
78	4.3.6.2. Test map rendering																												
79	4.3.6.3. Bug fixing																												
80	▼ 4.3.7. Sprint review																												
81	4.3.7.1. Demonstrate built booking module																												
82	4.3.7.2. Collect feedback to improve																												
83	4.3.8. Sprint retrospective																												
84	Milestone3																												
85	▼ 4.4. Sprint 4:Playdate Scheduling																												
86	▼ 4.4.1. Sprint Planning																												
87	4.4.1.1. Review sprint backlog																												
88	4.4.2. Detailed module scope(Invitation, calendar, notifications)																												
89	▼ 4.4.3. Develop playdates UI																												
90	4.4.3.1. Create invitation form																												
91	4.4.4. Develop backend logic for playdates																												
92	4.4.5. Integrate UI with playdate APIs																												
93	▼ 4.4.6. Testing																												
94	4.4.6.1. Test sending/accepting/declining invitations																												
95	4.4.6.2. Bug fixing																												
96	▼ 4.4.7. Sprint review																												
97	4.4.7.1. Demonstrate built playdate component																												
98	4.4.7.2. Collect feedback																												
99	▼ 4.5. Sprint 5:Messaging and Notifications																												
100	▼ 4.5.1. Sprint planning																												
101	4.5.1.1. Review sprint backlog																												
102	4.5.2. Detailed module scope(message, notifications, push)																												
103	4.5.3. Develop messaging and notification system																												
104	4.5.4. Develop backend logic for messaging																												
105	4.5.5. Integrate frontend with backend																												
106	▼ 4.5.6. Testing																												
107	4.5.6.1. Test in-app notifications																												
108	4.5.6.2. Test simple messaging																												
109	4.5.6.3. Bug fixing																												
110	▼ 4.5.7. Sprint review																												
111	4.5.7.1. Demonstrate messaging and notifications																												
112	Milestone 4																												
113	▼ 4.6. Sprint 6:Admin dashboard																												
114	▼ 4.6.1. Sprint planning																												
115	4.6.1.1. Review admin requirements																												
116	4.6.2. Manage users, pets, walkers																												
117	▼ 4.6.3. Develop admin UI																												
118	4.6.3.1. Create dashboard layout																												
119	4.6.3.2. Filters and search UI																												
120	4.6.4. Develop report logic																												
121	▼ 4.6.5. Testing																												
122	4.6.5.1. Test admin CRUD operations																												
123	4.6.5.2. Test dashboard view																												
124	4.6.5.3. Bug fixing																												
125	▼ 4.6.6. Sprint review																												
126	4.6.6.1. Demonstrate admin dashboard																												
127	4.6.6.2. Collect feedback from supervisor																												
128	▼ 4.7. Sprint 7:Payment system																												
129	▼ 4.7.1. Sprint planning																												
130	4.7.1.1. Review final backlog																												
131	4.7.2. Detailed module scope(transaction, payment gateway)																												
132	4.7.3. Develop payment UI																												
133	4.7.4. Implement mock payment flow																												
134	▼ 4.7.5. Testing																												
135	4.7.5.1. Test mock payment flow																												
136	4.7.5.2. Test transactions																												
137	4.7.5.3. Bug fixing																												
138	▼ 4.7.6. Sprint review																												
139	4.7.6.1. Demonstrate payment workflow																												
140	Milestone 5																												
141	▼ 5. Final testing and documentation																												
142	5.1. Perform system testing(Performance, Security, Load)																												
143	5.2. Perform functional testing(features)																												
144	5.3. Perform usability testing																												
145	Milestone 6																												
146	▼ 5.4. Create final documentation																												
147	5.4.1. Brief introduction, objectives, and scope																												
148	5.4.2. Add system design																												
149	5.4.3. Detailed sprint-wise implementation																												
150	5.4.4. Insert screenshots for evidence																												
151	5.4.5. Add all the testing performed																												
152	5.4.6. Conclusion and future enhancements																												
153	Milestone 7																												
154	▼ 6. Deployment																												
155	6.1. Build frontend and backend																												
156	6.2. Deploy application																												
157	6.3. Configure environment variable																												
158	6.4. Test full workflow																												
159	Milestone 8																												