SOFTWARE PROJECT ENGINEERING (CMM004)

Scrum Meeting

Team ID: Group F

Meeting Number: 4

Meeting Date: Tuesday, 31 January 2023.

Meeting Place: Online (Microsoft Teams)

Duration:

# Attendance

1. Mr. Hamid – Scrum Master
2. Samson Odubanjo – Team Member
3. Olatunbosun Ayomide – Team Member
4. Babatunde Sulu – Team Member
5. Joy Shangotola – Team Member
6. Akolade Daniels – Team Member
7. Timothy Ezeokoli – Team Member
8. Bolanle Okupa – Team Member
9. Abidemi Sanusi – Team Member

# Agenda

* Understanding the Scrum Method/Modality for the project

The Scrum Master helped the team understand the modality of the project, what the project backlog should entail and how to arrange the sprint backlog.

# Challenges

* Designing the schematics of the project
* Outlining the project backlog without any ambiguity
* Outlining the sprint backlogs

# Action Point(s)

With the help of the Scrum Master, the team was able to come up with the following

## Product Backlog

The Product Backlog include;

1. The Homepage of the Product
2. Owner should be able to upload items for sale
3. Buyer should be able to create an account
4. Buyer should be able to sign in with an email and password
5. Buyer/Visitor should be able to view and access items
6. Buyer should be able to pay for selected items in the website cart
7. Buyer should be able to search for items by category and price
8. Buyer should be able to purchase and apply for online delivery

## Sprint Backlog

1. The Homepage of the Product (1)
2. Buyer should be able to create an account (3)
3. Owner should be able to upload items for sale (4)
4. Buyer should be able to sign in with an email and password (2)
5. Buyer/Visitor should be able to view and access items (5)
6. Buyer should be able to search for items by category and price (7)
7. Buyer should be able to pay for selected items in the website cart (6)
8. Buyer should be able to purchase and apply for online delivery (8)

## Outlining the Sprints

### Sprint 1

* Design the product homepage that is user friendly.

### Sprint 3

* To be able to create an account we need to have a database design.
* Interface Design.

### Sprint 4

* Linking interface and database.

### Sprint 2

* Seller should be able to upload items (pictures)

### Sprint 5

* User interface (JavaScript, display of website and navigation)

### Sprint 7

* Using search filter to search for items by price and category. (JavaScript) price range, size, colour, etc.

### Sprint 6

* Once payment is initiated, order placed shows

### Sprint 8

* Delivery service or pick up after order is placed.