**Sprint Planning Meeting**

* The overall Restaurant System epics were breakdown into several user stories in the product backlog:

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| --- | --- |
| **Epics title** | **User stories title** |
| Manage Membership | Login to the website |
| Add new member |
| Update member |
| Remove member |
| View member |
| Manage Order | Add new order |
| Update order |
| View order |
| Manage Payment | Check out bill |
| Generate receipt |
| View payment |
| Manage Staff | Add new staff |
| Update staff |
| View staff |
| Manage Seat | Add new seat |
| Update seat |
| View seat |
| Manage Food | Add new food |
| Update food |
| View food |

* The user stories were then prioritized according to which user stories are more important and urgently needed. For the first sprint, the prioritized user stories are shown as below:

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| **User stories title (Prioritized)** |
| 1. Login to the website 2. Add new order 3. Update order 4. View order 5. Check out bill 6. Generate receipt |
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* After that, each user story was weighed how difficult the function is for the developers to code it. Below are the points that represents the difficulty level for each user stories in the first sprint.

|  |  |
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| **User stories** | **Points** |
| Login to the website | 4 |
| Add new order | 1 |
| Update order | 1 |
| View order | 1 |
| Check out bill | 2 |
| Generate receipt | 2 |

* Our development team and the product owner chose those user stories as sprint backlog for the first sprint to work on.
* The chosen user stories were then breakdown into tasks before the development process begins.