Sprint Planning

## Know the end from the beginning

* When the sprint ends
  + 10/31
* How many hours you have to work on this project this sprint
  + 6-8 hrs/person/week
  + 48-64 hours + 4 hours of standup meetings
* Who is going to be here on what days (vacation / other class priorities)
  + Andre:
    - Available MWF after 5, TTh after 2:30
    - Available any time remote after 2
  + Emily:
    - Gone on 10/29-30
    - Available after 2pm on weekdays
  + Karl:
    - Gone on weekends
    - Available after 3:30pm M/W, after 11 T/Th and before 5 Fri
  + Maris:
    - Gone on 10/20, remote on 10/21
    - Available after 3pm on weekdays (Th after 5)
* Pick a metric to evaluate each other on during the retrospective
  + Story points
* For sprints 2 & 3: List 1 item from your retrospective that you said you were going to do better at that you are going to focus on this sprint.
  + Peer review faster
* Assign a ScrumMaster for this sprint
  + Andre
  + Emily (Scrum Master)
  + Karl
  + Maris

## Fill out details for each story

* Make sure all previous stories in the “Done” column are archived in your GitHub project
* Each story that you bring in has a description with:
  + Size estimate by the team
    - Small (< 1 day)
    - Medium (1 day)
    - Large (2 days)
    - Any larger than this should be broken down into smaller tasks
  + Description of what is in scope, what’s out of scopwe
    - Refactor user model - Maris (4)
      * Size: Medium
      * Scope
        + Attach order to customer
        + Add account balance variable
        + Add hour tracking variable
    - Manager makes an employee - Maris (2)
      * Size: Small
      * Scope
        + Manager creates an employee username and password
        + Created user belongs to the ‘Employee’ group and has the associated permissions
    - Connect inventory items to menu items - Andre (5.5)
      * Size: Large
    - Create drink model (from customer order) - Andre (4)
      * Size: Large
    - Create order model - Karl (1.5)
      * Size: Small
      * Scope
        + Attach drinks to orders
    - Create menu view - Karl (1)
      * Size: Small
      * Scope
        + Dynamically show menu items
    - Create manager dashboard - Karl (2)
      * Size: Small
      * Scope
        + Match designs for manager dashboard
    - Customize drinks (UI) - Karl (2.5)
      * Size: Small
      * Scope
        + Basic UI for a drink customization page
    - Customize drinks (database) - Karl (3)
      * Size: Medium
      * Scope
        + Allow users to customize drink items in the database
    - Menu > Update price markup - Emily (2)
      * Size: Small
      * Scope
        + Allow manager to update a global price markup variable
    - Add hours to account - Emily (2)
      * Size: Small
      * Scope
        + Allow Employees to increment their hours worked variable
    - Add money to account - Emily (2)
      * Size: Small
      * Scope
        + Allow all users to increment their account balance variable
    - Pay for inventory - Emily (1)
      * Size: Small
      * Scope
        + Allow manager to pay for inventory items
        + Do nothing and show error message if insufficient funds
    - Pay employees - Emily (3)
      * Size: Medium
      * Scope
        + Allow manager to pay employees
        + Calculate amount owed based on hours worked for *all* employees
        + Do nothing and show error message if insufficient funds
* Stories and tasks should not be assigned to a specific person (unless carrying over from a previous sprint)

## Artifacts

* Stories / tasks are created and on the sprint backlog
* Create a spreadsheet graph for burndown by totaling up the size estimates and setting that as your amount of work left to do. (commit and push to /docs/planning/SprintXBurndown.xlsx)
* Sprint planning document (with the top section information to /docs/planning/SprintX.docx)
  + Attach a screenshot of your Sprint Backlog after planning

