S.E.P.T Major Project (Milestone 1) Sprint Planning Notes
Team: P04-09

Sprint: 1
Date: 22/08/2025

Attended:
Scrum Master: Nghi Le Hoang Vinh
Product Owner: Dale Stanbrough
Development team: Jannik Ernst, Benjamin Hatfield, Abdulahi Abdulahi, Azman Asfi, Okasha Varoo

1. Goal

The aim of the sprint is to lay the foundation for the entire project. This means first completing the most basic and concrete backlog items, which are mostly pre-requisites to other backlog items not yet committed to the sprint. This allows all future sprints to be able to commence seamlessly, without waiting for underlying features to be implemented.

2. Duration of the sprint

3 weeks

3. What is the team's vision for this sprint?

A small number of items have been added to the backlog.

Role creation, assignment, and permissions of admin roles will be created. This will be done in the first sprint to ensure that all future admin functionalities can be tested until the completion of the project.

Likewise, separate roles for organisers and users, as well as their relevant permissions will be committed to the sprint backlog.

Creating an event has also been added, acting as the base feature of the product and thus vital to be implemented immediately.

Searching and discovering events has been added, key to being able to find and interact with events.

Giving feedback to events has also been added, this will ensure that the database will have some initial 'pressure' to function and discover any issues in database creation.

Event RSVP will also be added, allowing the aforementioned feedback item to be properly tested.

A shippable product will present in a functioning event interaction system, which involves being able to RSVP to an event, give feedback on events, and search for events.

The roles should also be solid and functioning, as they will form the basis of which interactions a certain user can do.

The ability to create an event will also be working at the end of sprint 1.

4. Estimation in story points

Role Creation and Permission Assignment: 3 Points. Simple to implement, however the main challenge is rigidity in permission checks – where certain areas are limited to certain roles only.

Admin Functionalities: 3 Points. Relatively simple but will take a bit of time to link properly to database.

Event Creation: 8 Points. Not overly complex however as the key part of the entire project needs to be almost perfect from the start and visually appealing.

Event Search: 5 Points. Easy to make simple implementation but will take some time to make it refined and fast.

Event Feedback: 3 Points. Simple but relies on event creation working well.

Event RSVP: 2 Points: Simple in implementation and not interlinked to lots of other items.