EventHub Sprint Planning Notes

Team: 04

Sprint: 0

Date: 23/08/25

Attended:

Scrum Master: Yusuf Kaan Yigiter

Product Owner: Sebastian Rodriguez

Development team: Thomas, Jensen, Christian, Anthony, Pee Jay

1. Goal

Our aim for this sprint was to analyse and gather requirements about the features that the Product Owner requested for the making of EventHub. Therefore, converting those features into user stories and transferring them to our product backlog for the next sprint. Additionally, we plan to create a Software Requirements Specification document, in order to follow a clear-cut guide on creating our version of EventHub.

1. Duration of the sprint

*3 weeks*

1. What is the team’s vision for this sprint?

The following PBIs will be committed to the sprint backlog, in prioritised order:

1. Event Management: List of upcoming events
2. Event Management: Create Event
3. Event Management: Edit Event
4. Event Management: Create Event Categories
5. Event Management: Edit Event Categories
6. Event Management: Delete Event Categories
7. Event Management: Filter Events by Category
8. User Participation: RSVP to events
9. User Participation: Organizer dashboard showing list of RSVPs for each event
10. User participation: View list of events a user has RSVP'd to
11. Event Management: Filter events by Date
12. Event Management: Event detail view (with full event info)
13. EventHub Sign Up User Story
14. EventHub Logging In User Story

These PBIs were selected because of their core features and main importance of EventHub as discussed by the development team. We decided that most of the event management system features are considered the most important to implement since it defines the main aim and purpose of EventHub, as documented in the SRS. The user participation features will also be implemented since it is needed to be able to utilise events, such as RSVP’ing to events. The sign up and log in features will implemented last, since we will be manually updating the database directly, so it is not necessarily needed.

The product will have a user-friendly interface, using HTML, CSS and JavaScript for the students and the club organisers. EventHub should initially have the core features of an event-based website implemented which should be creating events from the club organisers UI. Additionally, we will also implement the event category features.

1. Estimation in story points
2. Event Management: List of upcoming events --- 9
3. Event Management: Create Event --- 9
4. Event Management: Edit Event --- 7
5. Event Management: Create Event Categories --- 6
6. Event Management: Edit Event Categories --- 6
7. Event Management: Delete Event Categories --- 6
8. Event Management: Filter Events by Category --- 6
9. User Participation: RSVP to events --- 18
10. User Participation: Organizer dashboard showing list of RSVPs for each event --- 20
11. User participation: View list of events a user has RSVP'd to --- 22
12. Event Management: Filter events by Date --- 16
13. Event Management: Event detail view (with full event info) --- 9
14. EventHub Sign Up User Story --- 16
15. EventHub Logging In User Story --- 8

As an agile development team, we decided that these estimates for each of the items are realistic for us to work on, given that we are new programmers.