		Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Filler Week	Week 10	Week 11	Week 12	Holiday 1	Holiday 2	Week 13	Week 14	Sesiune 1	Sesiune 2	Sesiune 3
		03.10-07.10	10.10-14.10	17.10-21.10	24.10-28.10	31.10-04.11	07.11-11.11	14.11-18.11	21.11-25.11	28.11-29.11	05.12-09.12	12.12-16.12	19.12-23.12			09.01-13.01	16.01-20.01	23.01-27.01	30.01-03.02	06.02-10.02
Project	Team up	Team up	Team up	Team up	Team up															
	Sprint 1					Project Setup	Discovey													
	Sprint 2							BA	"Planning"											
	Sprint 3									DEV	DEV									
	Sprint 4											DEV	DEV							
	Sprint 5													DEV - opt	DEV - opt	<mark>i</mark> onal during Ho	liday			
	Sprint 6															DEV	DEV			
	Sesiune																	(Hardening S	(Hardening S	print)
Evaluation																			LIVRARE	
*Choose yo	our best 3 E	DEV sprints fo	r evaluation							LIVRARE									planning), - Sprint report, - Retrospective outcome, - Review session (register application Demo) - User stories & acceptance criteria	
										Problem statement										
										Functional d	ecomposition									
										Non-function	nal requiremen	its list								
										1 Activity/State diagram										
										Prioritized pr	roduct backlog	(stories iden	tified)							
										Project charter document: project objectives, scope, vision, team, and their responsibilities and stakeholds						olders.				
										Roadmap: High level (epic/ feature level)										
										Definition of Done and Definition of ready: Story level and Sprint level										