# Project Plan

**Task Estimation in Scrum (Adam & Darren)**

* Estimation Matrix: Time, Difficulty & Extent of unknowns
* Planning Poker: Each scrum member puts forward a value, average is taken as the story points for the story being estimated.

**Code Reviews (Connor & Adam)**

* Attention to traditional conventions and patterns
* Reusing previously created/tested methods rather than creating anew

**Additional Topic: Testing / Test Coverage (Darren & Connor)**

* Unit Testing
* Integration Testing
* Mocking
* End-To-End Testing

**Future Plan**

* Get a list of more specific topics under our main headings
* Split each section into tasks for individual contributors
* Execute on assigned tasks
* Merge changes with co-contributor
* Assess end result and apply formatting