Name	% dedicated to Sprint	Days off	Capacity Calculation (Ideal Hours)	Allocated (from Plan Sheet)	Uncommitted hours
Bryan Tran	85	4	42.5	21	7.625
Kevin Dinh	100	0	70	51	1
Darius Koroni	100	5	45	64	-33.25
Tien Nguyen	85	5	38.25	40	-14.9875
Garrett Tsumaki	85	3	46.75	61	-28.7625
Jett Sonoda	90	5	40.5	58	-31.075
Total Capacity in Sprint		**22**	**283**	**295**	**-99.45**

Note: negative hours represents overworking hours, expected carry over into next sprint

Delta Variables	Delta Variable Values
Hours per day	5
Sprint length (in days)	14
Focus Factor	0.85
Sprint Planning	2
Sprint Retrospective	1
Daily Stand-Up (Total for sprint)	3.5
Backlog Grooming	1
Sum Hours	**7.5**

Story Name	Story Description	Story Acceptance Criteria	Story Effort (hours)	Story Owner	Subtask Name	Subtask Description	Subtask Effort (hours)	Assignee F.N.
Listing Profile System High-Level Design	As a developer, I want to ensure that the initial design of the Listing Profile System feature is of quality in order to have an easier time when developing the low-level design.	Design Document is created with the following: - Requirements established - High-Level Diagram(s) created	13	Jett				
					Confirm Requirements	Read requirements for the given feature from the approved BRD. Ensure understanding of what to do by confirming with team members and Client before developing design.	2	Jett
					Develop high-level diagram(s)	Based on the requirements, develop a high-level diagram that outlines major components of the feature that will be expanded upon in the low-level design. Including relational tables.	8	Jett
					Research	Research file storage, etc.	8	Jett
						Sum Hours	18	
						Reason: Actual hours matches original story point		
						Garrett and Bryan disagreed with high-level diagrams requiring 8 hours and voted for lower hours. Story owner overruled.		
Discovery System High-Level Design	As a developer, I want to ensure that the initial design of the Discovery System feature is of quality in order to have an easier time when developing the low-level design.	Design Document is created with the following: - Requirements established - High-Level Diagram(s) created	5	Bryan				
					Confirm Requirements	Read requirements for the given feature from the approved BRD. Ensure understanding of what to do by confirming with team members and Client before developing design.	1	Bryan
					Develop high-level diagram(s)	Based on the requirements, develop a high-level diagram that outlines major components of the feature that will be expanded upon in the low-level design. Including relational tables.	4	Bryan
						Sum Hours	5	
						Reason: Actual hours matches original story point		
						Nobody opposed task effort pointing.		
Collaborative System High-Level Design	As a developer, I want to ensure that the initial design of the Collaborative System feature is of quality in order to have an easier time when developing the low-level design.	Design Document is created with the following: - Requirements established - High-Level Diagram(s) created	5	Darius				
					Confirm Requirements	Read requirements for the given feature from the approved BRD. Ensure understanding of what to do by confirming with team members and Client before developing design.	2	Darius

					Develop high-level diagram(s)	Based on the requirements, develop a high-level diagram that outlines major components of the feature that will be expanded upon in the low-level design. Including relational tables.	8	Darius
					Research	Research file storage, etc.	8	Darius
						Sum Hours	18	
						Reason: Actual hours matches original story point		
						Garrett and Bryan disagreed with high-level diagrams requiring 8 hours and voted for lower hours. Story owner overruled.		
Scheduling System High-Level Design	As a developer, I want to ensure that the initial design of the Scheduling System feature is of quality in order to have an easier time when developing the low-level design.	Design Document is created with the following: - Requirements established - High-Level Diagram(s) created	8	Tien				
					Confirm Requirements	Read requirements for the given feature from the approved BRD. Ensure understanding of what to do by confirming with team members and Client before developing design.	2	Tien
					Develop high-level diagram(s)	Based on the requirements, develop a high-level diagram that outlines major components of the feature that will be expanded upon in the low-level design. Including relational tables.	8	Tien
						Sum Hours	10	
						Reason: Actual hours matches original story point		
						Nobody opposed task effort pointing.		
Project Showcase System High-Level Design	As a developer, I want to ensure that the initial design of the Project Showcase feature is of quality in order to have an easier time when developing the low-level design.	Design Document is created with the following: - Requirements established - High-Level Diagram(s) created	8	Garrett				
					Confirm Requirements	Read requirements for the given feature from the approved BRD. Ensure understanding of what to do by confirming with team members and Client before developing design.	2	Garrett
					Develop high-level diagram(s)	Based on the requirements, develop a high-level diagram that outlines major components of the feature that will be expanded upon in the low-level design. Including relational tables.	4	Garrett
					Research	Research file storage, etc.	8	Garrett
						Sum Hours	14	
						Reason: Actual hours matches original story point		
						Jett and Bryan disagreed with high-level diagrams requiring 4 hours and voted for higher hours. Story owner overruled.		

Account System High-Level Design	As a developer, I want to ensure that the initial design of the Account System feature is of quality in order to have an easier time when developing the low-level design.	Design Document is created with the following: - Requirements established - High-Level Diagram(s) created	13	Kevin				
					Confirm Requirements	Read requirements for the given feature from the approved BRD. Ensure understanding of what to do by confirming with team members and Client before developing design.	2	Kevin
					Develop high-level diagram(s)	Based on the requirements, develop a high-level diagram that outlines major components of the feature that will be expanded upon in the low-level design. Including relational tables.	16	Kevin
						Sum Hours	18	
						Reason: Actual hours matches original story point		
						Nobody opposed task effort pointing.		
Listing Profile Low-Level Design	As a developer, I want to ensure that the design of the Listing Profile feature is of quality and use in order to provide an easier time towards implementation.	Design Document is updated with the following: - Low-Level Success Case Diagram(s) created - Low-Level Failure Case Diagram(s) created	34	Jett				
					Develop successful case diagram(s)	Based on the high-level design, develop successful use case low-level diagram(s) with method signatures, data types, and any other information that will be of use during implementation.	16	Jett
					Develop failure case diagram(s)	Based on the high-level design, develop failure use case low-level diagram(s) with method signatures, data types, and any other information that will be of use during implementation.	16	Jett
						Sum Hours	32	
						Reason: Actual hours matches original story point		
						Nobody opposed task effort pointing.		
Discovery System Low-Level Design	As a developer, I want to ensure that the design of the Discovery System feature is of quality and use in order to provide an easier time towards implementation.	Design Document is updated with the following: - Low-Level Success Case Diagram(s) created - Low-Level Failure Case Diagram(s) created	21	Bryan				
					Develop successful case diagram(s)	Based on the high-level design, develop successful use case low-level diagram(s) with method signatures, data types, and any other information that will be of use during implementation.	8	Bryan
					Develop failure case diagram(s)	Based on the high-level design, develop failure use case low-level diagram(s) with method signatures, data types, and any other information that will be of use during implementation.	8	Bryan
						Sum Hours	16	
						Reason: Actual hours matches original story point		
						Nobody opposed task effort pointing.		

Collaborative System Low-Level Design	As a developer, I want to ensure that the design of the Collaborative System feature is of quality and use in order to provide an easier time towards implementation.	Design Document is updated with the following: - Low-Level Success Case Diagram(s) created - Low-Level Failure Case Diagram(s) created	21	Darius				
					Develop successful case diagram(s)	Based on the high-level design, develop successful use case low-level diagram(s) with method signatures, data types, and any other information that will be of use during implementation.	16	Darius
					Develop failure case diagram(s)	Based on the high-level design, develop failure use case low-level diagram(s) with method signatures, data types, and any other information that will be of use during implementation.	16	Darius
						Sum Hours	32	
						Reason: Actual hours matches original story point		
						Nobody opposed task effort pointing.		
Scheduling System Low-Level Design	As a developer, I want to ensure that the design of the Scheduling System feature is of quality and use in order to provide an easier time towards implementation.	Design Document is updated with the following: - Low-Level Success Case Diagram(s) created - Low-Level Failure Case Diagram(s) created	21	Tien				
					Develop successful case diagram(s)	Based on the high-level design, develop successful use case low-level diagram(s) with method signatures, data types, and any other information that will be of use during implementation.	8	Tien
					Develop failure case diagram(s)	Based on the high-level design, develop failure use case low-level diagram(s) with method signatures, data types, and any other information that will be of use during implementation.	16	Tien
						Sum Hours	24	
						Reason: Actual hours matches original story point		
						Nobody opposed task effort pointing.		
Project Showcase System Low-Level Design	As a developer, I want to ensure that the design of the Project Showcase feature is of quality and use in order to provide an easier time towards implementation.	Design Document is updated with the following: - Low-Level Success Case Diagram(s) created - Low-Level Failure Case Diagram(s) created	34	Garrett				
					Develop successful case diagram(s)	Based on the high-level design, develop successful use case low-level diagram(s) with method signatures, data types, and any other information that will be of use during implementation.	16	Garrett
					Develop failure case diagram(s)	Based on the high-level design, develop failure use case low-level diagram(s) with method signatures, data types, and any other information that will be of use during implementation.	16	Garrett
						Sum Hours	32	
						Reason: Actual hours matches original story point		
						Nobody opposed task effort pointing.		
CARRY OVER								

Notification System Frontend Implementation	As a developer, I want to implement the frontend of this feature using the design document created to progress this feature.	Entire frontend is implemented based on design document	15	Kevin				
					Implement Frontend	Using the Design Document, implement the entire frontend.	13	Kevin
						Sum Hours	13	
						Reason: Actual hours matches original story point		
CARRY OVER								
Account Recovery Backend Implementation	As a developer, I want to implement the backend of this feature using the design document created to progress this feature.	Entire backend is implemented based on design document	15	Jett				
					Test Cases	Ensure all test cases pass	5	Jett
						Sum Hours	15	
CARRY OVER								
Account Recovery Frontend Implementation	As a developer, I want to implement the frontend of this feature using the design document created to progress this feature.	Entire frontend is implemented based on design document	15	Jett				
					Implement Frontend	Using the Design Document, implement the entire frontend.	3	Jett
						Sum Hours	15	
CARRY OVER								
Notification System Backend Implementation	As a developer, I want to implement the backend of this feature using the design document created to progress this feature.	Entire backend is implemented based on design document	20	Kevin				
					Implement Backend	Using the Design Document, implement the entire backend.	10	Kevin
					Test Cases	Ensure all test cases pass	10	Kevin
						Sum Hours	20	
CARRY OVER								
User Management Frontend Implementation	As a developer, I want to implement the frontend of this feature using the design document created to progress this feature.	Entire frontend is implemented based on design document	15	Garrett				
					Implement Frontend	Using the Design Document, implement the entire frontend.	5	Garrett
						Sum Hours	5	
CARRY OVER								
Logout Frontend Implementation	As a developer, I want to implement the frontend of this feature using the design document created to progress this feature.	Entire frontend is implemented based on design document	15	Tien				
					Implement Frontend	Using the Design Document, implement the entire frontend.	6	Tien
						Sum Hours	6	
CARRY OVER								
Account Deletion Frontend Implementation	As a developer, I want to implement the frontend of this feature using the design document created to progress this feature.	Entire frontend is implemented based on design document	15	Darius				

					Implement Frontend	Using the Design Document, implement the entire frontend.	9	Darius
						Sum Hours	9	
CARRY OVER								
Account Deletion Backend Implementation	As a developer, I want to implement the backend of this feature using the design document created to progress this feature.	Entire backend is implemented based on design document	15	Darius				
					Test Cases	Ensure all test cases pass	5	Darius
						Sum Hours	5	
CARRY OVER								
User Management Backend Implementation	As a developer, I want to implement the backend of this feature using the design document created to progress this feature.	Entire backend is implemented based on design document	15	Garrett				
					Implement Backend	Using the Design Document, implement the entire backend.	5	Garrett
					Test Cases	Ensure all test cases pass	5	Garrett
						Sum Hours	10	