Name	% dedicated to Sprint	Days off	Capacity Calculation (Ideal Hours)	Allocated (from Plan Sheet)	Uncommitted hours
Bryan Tran	100	0	70	28	24
Kevin Dinh	100	0	70	90	-38
Darius Koroni	100	0	70	72	-20
Tien Nguyen	60	0	42	97	-68.8
Garrett Tsumaki	100	0	70	60	-8
Jett Sonoda	90	0	63	107	-60.95
Total Capa	city in Sprint	0	385	454	-171.75

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.I
	As a developer, I want to							
	implement the frontend of this							
	feature using the design	L						
cheduling System Frontend	document created to progress	Entire frontend is implemented						
mplementation	this feature.	based on design document	+	39 Tien		Using the Design Document, implement the entire		
					Implement Frontend	frontend.		Tien
			1		E2E Testing	Implement end-to-end testing		Tien
						Sum Hours	80	
						Reason: Feature requires a lot of frontend		
						elements and story owner is unfamiliar with		
						frontend development. Mismatch in numbers is a		
						result of story effort pointing being fibonacci while		
-						subtask effort pointing being base 2.  Nobody opposed task effort pointing.		
						inobody opposed task effort pointing.		<u> </u>
	As a developer, I want to							
	implement the frontend of this							
	feature using the design							
Discovery System Frontend	document created to progress	Entire frontend is implemented						
mplementation	this feature.	based on design document	+	3 Bryan		Using the Design Document, implement the entire		
					Implement Frontend	frontend.	1	Bryan
			1		E2E Testing	Implement end-to-end testing	4	Bryan
					EEE Testing	Sum Hours	. 8	D. yu.i
						Reason: Story owner is extremely familiar with		
						frontend development, resulting in low story		
						effort pointing. Mismatch in numbers is a result of		
						story effort pointing being fibonacci while subtask		
		<del> </del>	<del> </del>			effort pointing being base 2.		
						Nobody opposed task effort pointing.		<u> </u>
	As a developer, I want to							
	implement the frontend of this							
	feature using the design							
Account System Frontend	document created to progress	Entire frontend is implemented						
mplementation	this feature.	based on design document	5	55 Kevin		United the Berlin Berlin Lindon and the control		
					Implement Frontend	Using the Design Document, implement the entire		Kovin
				<u> </u>	Implement Frontend	frontend.	32	Kevin Kevin
					Implement Frontend E2E Testing		32	Kevin
						frontend. Implement end-to-end testing	32 16	Kevin
						frontend. Implement end-to-end testing Sum Hours  Reason: Story owner is unfamiliar with frontend	32 16	Kevin
						frontend. Implement end-to-end testing Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of	32 16	Kevin
						frontend. Implement end-to-end testing Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of story effort pointing being fibonacci while subtask	32 16	Kevin
						frontend. Implement end-to-end testing Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of story effort pointing being fibonacci while subtask effort pointing being b	32 16	Kevin
						frontend. Implement end-to-end testing Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of story effort pointing being fibonacci while subtask	32 16	Kevin
						frontend. Implement end-to-end testing Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of story effort pointing being fibonacci while subtask effort pointing being b	32 16	Kevin
	As a developer, I want to					frontend. Implement end-to-end testing Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of story effort pointing being fibonacci while subtask effort pointing being b	32 16	Kevin
	As a developer, I want to implement the frontend of this					frontend. Implement end-to-end testing Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of story effort pointing being fibonacci while subtask effort pointing being b	32 16	Kevin
						frontend. Implement end-to-end testing Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of story effort pointing being fibonacci while subtask effort pointing being b	32 16	Kevin
isting Profile System Frontend	implement the frontend of this	Entire frontend is implemented				frontend. Implement end-to-end testing Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of story effort pointing being fibonacci while subtask effort pointing being b	32 16	Kevin
	implement the frontend of this feature using the design	Entire frontend is implemented based on design document		19 Jett		frontend.  Implement end-to-end testing  Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of story effort pointing being fibonacci while subtask effort pointing being base 2.  Nobody opposed task effort pointing.	32 16 48	Kevin
	implement the frontend of this feature using the design document created to progress			I9 Jett	E2E Testing	frontend.  Implement end-to-end testing Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of story effort pointing being fibonacci while subtask effort pointing being base 2.  Nobody opposed task effort pointing.	32 16 48	Kevin
isting Profile System Frontend mplementation	implement the frontend of this feature using the design document created to progress			19 Jett		frontend.  Implement end-to-end testing  Sum Hours  Reason: Story owner is unfamiliar with frontend development. Mismatch in numbers is a result of story effort pointing being fibonacci while subtask effort pointing being base 2.  Nobody opposed task effort pointing.	32 16 48	Kevin

						Reason: Story owner is unfamiliar with frontend		
l i						development. Feature contains lots of features		
						that requires lots of end-to-end testing		
						development, resulting in high story pointing.		
						Mismatch in numbers is a result of story effort		
						pointing being fibonacci while subtask effort		
						pointing being base 2.		
		<u> </u>				Nobody opposed task effort pointing.		
· ·	As a developer, I want to			I				
	implement the frontend of this							
	feature using the design							
		E. 11 f						
	document created to progress	Entire frontend is implemented						
Implementation	this feature.	based on design document	13	Darius				
						Using the Design Document, implement the entire		
					Implement Frontend	frontend.	8	Darius
					E2E Testing	Implement end-to-end testing	8	Darius
						Sum Hours	16	
						Sum risurs	10	
1						Reason: Story owner is unfamiliar with frontend		
				1				
						development. Mismatch in numbers is a result of		
						story effort pointing being fibonacci while subtask		
						effort pointing being base 2.		
						Nobody opposed task effort pointing.		
		•						
	As a developer, I want to							
ļ l	implement the frontend of this							
	feature using the design							
	document created to progress	Entire frontend is implemented						
	this feature.	based on design document	12	Garrett				
implementation	triis reature.	based on design document	13	Garrett				
						Using the Design Document, implement the entire		_
					Implement Frontend	frontend.		Garrett
					E2E Testing	Implement end-to-end testing		Garrett
						Sum Hours	12	
						Reason: Mismatch in numbers is a result of story		
1						effort pointing being fibonacci while subtask effort		
I i								
						pointing being base 2.		
				CARRY OVER		pointing being base 2.		
		Design Document is updated		CARRY OVER		pointing being base 2.		
	As a developer, I want to ensure	Design Document is updated with the following:		CARRY OVER		pointing being base 2.		
	As a developer, I want to ensure that the design of the Account			CARRY OVER		pointing being base 2.		
	that the design of the Account	with the following: - Low-Level Success Case		CARRY OVER		pointing being base 2.		
	that the design of the Account System feature is of quality and	with the following: - Low-Level Success Case Diagram(s) created		CARRY OVER		pointing being base 2.		
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21			pointing being base 2.		
	that the design of the Account System feature is of quality and	with the following: - Low-Level Success Case Diagram(s) created	21	CARRY OVER		pointing being base 2.		
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21			pointing being base 2.  Nobody opposed task effort pointing.		
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21			pointing being base 2.  Nobody opposed task effort pointing.		
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21			pointing being base 2.  Nobody opposed task effort pointing.  Based on the high-level design, develop successful use case low-level diagram(s) with method		
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21			pointing being base 2.  Nobody opposed task effort pointing.  Based on the high-level design, develop successful use case low-level diagram(s) with method signatures, data types, and any other information		
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21		Develop successful case diagram(s)	pointing being base 2.  Nobody opposed task effort pointing.  Based on the high-level design, develop successful use case low-level diagram(s) with method	6	Kevin
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21		Develop successful case diagram(s)	pointing being base 2.  Nobody opposed task effort pointing.  Based on the high-level design, develop successful use case low-level diagram(s) with method signatures, data types, and any other information	6	Kevin
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21		Develop successful case diagram(s)	pointing being base 2.  Nobody opposed task effort pointing.  Based on the high-level design, develop successful use case low-level diagram(s) with method signatures, data types, and any other information	6	Kevin
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21		Develop successful case diagram(s)	pointing being base 2.  Nobody opposed task effort pointing.  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.  Based on the high-level design, develop failure use	6	<u>Kevin</u>
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21		Develop successful case diagram(s)	pointing being base 2.  Nobody opposed task effort pointing.  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.  Based on the high-level design, develop failure use case low-level diagram(s) with method signatures,	6	Kevin
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21			pointing being base 2.  Nobody opposed task effort pointing.  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.  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		
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21		Develop successful case diagram(s)  Develop failure case diagram(s)	pointing being base 2.  Nobody opposed task effort pointing.  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.  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.	12	Kevin
	that the design of the Account System feature is of quality and use in order to provide an easier	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21			pointing being base 2.  Nobody opposed task effort pointing.  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.  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		Kevin
Account System Low-Level Design	that the design of the Account System feature is of quality and use in order to provide an easier time towards implementation.	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21			pointing being base 2.  Nobody opposed task effort pointing.  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.  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.	12	Kevin
Account System Low-Level Design	that the design of the Account System feature is of quality and use in order to provide an easier time towards implementation.	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21	Kevin		pointing being base 2.  Nobody opposed task effort pointing.  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.  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.	12	Kevin
Account System Low-Level Design	that the design of the Account System feature is of quality and use in order to provide an easier time towards implementation.	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21	Kevin		pointing being base 2.  Nobody opposed task effort pointing.  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.  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.	12	Kevin
Account System Low-Level Design	that the design of the Account System feature is of quality and use in order to provide an easier time towards implementation.	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21	Kevin		pointing being base 2.  Nobody opposed task effort pointing.  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.  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.	12	Kevin
Account System Low-Level Design	that the design of the Account System feature is of quality and use in order to provide an easier time towards implementation.  As a developer, I want to implement the backend of this	with the following:  - Low-Level Success Case Diagram(s) created  - Low-Level Failure Case	21	Kevin		pointing being base 2.  Nobody opposed task effort pointing.  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.  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.	12	Kevin

					Implement Backend	Using the Design Document, implement the entire backend.	16 Jett
					Test Cases	Ensure all test cases pass	8 Jett
						Sum Hours	24
				CARRY OVER			
	As a developer, I want to			G HILL OVER			
	implement the backend of this						
	feature using the design	L					
laborative System Backend	document created to progress	Entire backend is implemented					
lementation	this feature.	based on design document		Darius		Union the Region Resument involunced the aution	
					Invalous and Dooling d	Using the Design Document, implement the entire backend.	16 Darius
					Implement Backend Test Cases	Ensure all test cases pass	8 Darius
	+				Test cases	Sum Hours	24
						Saminous	
	As a developer, I want to	I		CARRY OVER			
	implement the backend of this						
	feature using the design						
count System Backend	document created to progress	Entire backend is implemented					
plementation	this feature.	based on design document	2:	Kevin			
						Using the Design Document, implement the entire	
					Implement Backend	backend.	16 Kevin
					Test Cases	Ensure all test cases pass	8 Kevin
				L		Sum Hours	24
				CARRY OVER			
	As a developer, I want to						
	implement the backend of this						
	feature using the design						
neduling System Backend	document created to progress	Entire backend is implemented	_				
plementation	this feature.	based on design document	34	Tien			-
					Invalous and Dealis and	Using the Design Document, implement the entire backend.	8 Tien
					Implement Backend Test Cases	Ensure all test cases pass	9 Tien
					rest cases	Sum Hours	17
						Suili nouis	1/
	As a developer, I want to			CARRY OVER			
	implement the backend of this						
	feature using the design						
scovery System Backend	document created to progress	Entire backend is implemented					
plementation	this feature.	based on design document	1:	Bryan			
piementation	this reactive.	based on design document		Diyan		Using the Design Document, implement the entire	
					Implement Backend	backend.	8 Bryan
					Test Cases	Ensure all test cases pass	8 Bryan
					rest educa	Sum Hours	16
						Samilous	10
	As a developer, I want to		l	CARRY OVER			
	implement the backend of this						
			1				
iert Showcase System Backend	feature using the design	Entire hackend is implemented					
	feature using the design document created to progress	Entire backend is implemented based on design document	13	Garrett			I
	feature using the design	Entire backend is implemented based on design document	13	Garrett		Using the Design Document, implement the entire	
oject Showcase System Backend plementation	feature using the design document created to progress		1:	Garrett	Implement Backend	Using the Design Document, implement the entire backend.	8 Garret
	feature using the design document created to progress		1:	Garrett	Implement Backend Test Cases		8 Garrei
	feature using the design document created to progress		13	Garrett		backend. Ensure all test cases pass	
	feature using the design document created to progress		15	Garrett		backend.	8 Garret
	feature using the design document created to progress		1:	Garrett		backend. Ensure all test cases pass Sum Hours	8 Garret
	feature using the design document created to progress		1:	Garrett		backend. Ensure all test cases pass	8 Garret

		Design Document is updated						
	As a developer, I want to ensure	with the following:	1					
	that the design of the Listing	- Low-Level Success Case						
	Profile feature is of quality and	Diagram(s) created						
	use in order to provide an easier	- Low-Level Failure Case						
Listing Profile Low-Level Design	time towards implementation.	Diagram(s) created	34	1 Jett				
	ļ	10.1			1	1		
						Based on the high-level design, develop successful		
						use case low-level diagram(s) with method		
						signatures, data types, and any other information		
					Develop successful case diagram(s)	that will be of use during implementation.	3 Je	ett
					Bevelop successful case diagram(s)	and will be or use during implementation.		
						Based on the high-level design, develop failure use		
İ								
						case low-level diagram(s) with method signatures,		
						data types, and any other information that will be		
					Develop failure case diagram(s)	of use during implementation.	16 Je	ett
						Sum Hours	19	
				CARRY OVER				
		Design Document is updated		CARRY OVER	<del></del>	T		
1	As a developed Lorent to 1111		1					
Ì	As a developer, I want to ensure	with the following:	1				l	
	that the design of the Discovery	- Low-Level Success Case	1					
		Diagram(s) created	1					
	use in order to provide an easier	- Low-Level Failure Case	1					
Discovery System Low-Level Design	time towards implementation.	Diagram(s) created	21	l Bryan				
						Based on the high-level design, develop successful		
						use case low-level diagram(s) with method		
						signatures, data types, and any other information		
					Develop successful case diagram(s)	that will be of use during implementation.	1 B	Bryan
						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		
					D	of use during implementation.	2 2	
		+	+		Develop failure case diagram(s)	Sum Hours	3 81	Bryan
						Sulli Hours	4	
				CARRY OVER				
	As a developer, I want to ensure	Design Document is updated		CHILLI OVER	1			
	that the design of the	with the following:	1					
	Collaborative System feature is	- Low-Level Success Case						
Callabaratia Catana Lauri	of quality and use in order to	Diagram(s) created	1					
Collaborative System Low-Level	provide an easier time towards	- Low-Level Failure Case	1	.				
Design	implementation.	Diagram(s) created	2:	L Darius	+	<del> </del>	<del></del>	
		1	1			Board on the lifety to old dealers about		
		1	1			Based on the high-level design, develop successful		
		1	1			use case low-level diagram(s) with method		
		1	1			signatures, data types, and any other information		
					Develop successful case diagram(s)	that will be of use during implementation.	16 D:	Darius
			1					
		1	1			Based on the high-level design, develop failure use		
		1	1			case low-level diagram(s) with method signatures,	l	
		1	1			data types, and any other information that will be		
		1	1		Develop failure case diagram(s)	of use during implementation.	16 D	Darius
					1	Sum Hours	32	
		·						
				CARRY OVER				
			1					
	that the design of the Project	with the following:	1				l	
	Showcase feature is of quality	- Low-Level Success Case	1					
	and use in order to provide an	Diagram(s) created	1		1			
	and use in order to provide an							
Project Showcase System Low-Level								
Project Showcase System Low-Level Design	easier time towards implementation.	- Low-Level Failure Case Diagram(s) created	32	1 Garrett				

			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.		Garrett
			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.		Garrett
			Sum Hours	32	