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 Capacity 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.N.
Scheduling 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	89	Tien				
					Implement Frontend	Using the Design Document, implement the entire frontend.	64	Tien
					E2E Testing	Implement end-to-end testing	16	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.		
Discovery 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	3	Bryan				
					Implement Frontend	Using the Design Document, implement the entire frontend.	4	Bryan
					E2E Testing	Implement end-to-end testing	4	Bryan
						Sum Hours	8	
						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 effort pointing being base 2.		
						Nobody opposed task effort pointing.		
Account 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	55	Kevin				
					Implement Frontend	Using the Design Document, implement the entire frontend.	32	Kevin
					E2E Testing	Implement end-to-end testing	16	Kevin
						Sum Hours	48	
						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.		
Listing Profile 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	89	Jett				
					Implement Frontend	Using the Design Document, implement the entire frontend.	32	Jett
					E2E Testing	Implement end-to-end testing	32	Jett
						Sum Hours	64	

						Reason: Story owner is unfamiliar with frontend 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.		
						Nobody opposed task effort pointing.		
Collaborative 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	13	Darius				
					Implement Frontend	Using the Design Document, implement the entire frontend.	8	Darius
					E2E Testing	Implement end-to-end testing	8	Darius
						Sum Hours	16	
						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.		
Project Showcase 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	13	Garrett				
					Implement Frontend	Using the Design Document, implement the entire frontend.	4	Garrett
					E2E Testing	Implement end-to-end testing	8	Garrett
						Sum Hours	12	
						Reason: Mismatch in numbers is a result of story effort pointing being fibonacci while subtask effort pointing being base 2.		
						Nobody opposed task effort pointing.		
CARRY OVER								
Account System Low-Level Design	As a developer, I want to ensure that the design of the Account 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	Kevin				
					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.	6	Kevin
					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.	12	Kevin
						Sum Hours	18	
CARRY OVER								
Listing Profile 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	21	Jett				

					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								
Collaborative 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	21	Darius				
					Implement Backend	Using the Design Document, implement the entire backend.	16	Darius
					Test Cases	Ensure all test cases pass	8	Darius
						Sum Hours	24	
CARRY OVER								
Account 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	21	Kevin				
					Implement Backend	Using the Design Document, implement the entire backend.	16	Kevin
					Test Cases	Ensure all test cases pass	8	Kevin
						Sum Hours	24	
CARRY OVER								
Scheduling 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	34	Tien				
					Implement Backend	Using the Design Document, implement the entire backend.	8	Tien
					Test Cases	Ensure all test cases pass	9	Tien
						Sum Hours	17	
CARRY OVER								
Discovery 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	13	Bryan				
					Implement Backend	Using the Design Document, implement the entire backend.	8	Bryan
					Test Cases	Ensure all test cases pass	8	Bryan
						Sum Hours	16	
CARRY OVER								
Project Showcase 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	13	Garrett				
					Implement Backend	Using the Design Document, implement the entire backend.	8	Garrett
					Test Cases	Ensure all test cases pass	8	Garrett
						Sum Hours	16	
						Reason: Actual hours matches original story point		
						Nobody opposed task effort pointing.		
CARRY OVER								

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.	3	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	19	
CARRY OVER								
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.	1	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.	3	Bryan
						Sum Hours	4	
CARRY OVER								
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	
CARRY OVER								
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	