

Name	% dedicated to Sprint	Days off	Capacity Calculation (Ideal Hours)	Allocated (from Plan Sheet)	Uncommitted hours	Delta Variables	Delta Variable Values
Bryan Tran	100	5	27	15	0.45	Hours per day	3
Kevin Dinh	100	5	27	15	0.45	Sprint length (in days)	14
Darius Koroni	100	5	27	15	0.45	Focus Factor	0.85
Tien Nguyen	100	5	27	15	0.45		
Garrett Tsumaki	100	5	27	15	0.45	Sprint Planning	2
Jett Sonoda	100	5	27	15	0.45	Sprint Retrospective	1
Total Capacity in Sprint		30	162	90	2.7	Daily Stand-Up (Total for sprint)	3.5
						Backlog Grooming	1
						Sum Hours	7.5

Note: negative numbers reflect overcommitment/working extra hours

Story Name	Story Description	Story Acceptance Criteria	Story Effort (hours)	Story Owner	Subtask Name	Subtask Description	Subtask Effort (hours)	Assignee F.N.
Account Recovery High-Level Design	As a developer, I want to ensure that the initial design of the Account Recovery 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	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.	1	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.	4	Jett
						Sum Hours	5	
						Reason: Actual hours matches original story point		
Usage Analysis Dashboard High-Level Design	As a developer, I want to ensure that the initial design of the Usage Analysis Dashboard 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.	4	Bryan
						Sum Hours	5	
						Reason: Actual hours matches original story point		
Account Deletion High-Level Design	As a developer, I want to ensure that the initial design of the Account Deletion 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.	1	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.	4	Darius
						Sum Hours	5	
						Reason: Actual hours matches original story point		



[illegible]

Logout Low-Level Design	As a developer, I want to ensure that the design of the Logout 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	10	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.	3	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.	7	Tien
						Sum Hours	10	
						Reason: Actual hours matches original story point		
User Management Low-Level Design	As a developer, I want to ensure that the design of the User Management 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	10	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.	3	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.	7	Garrett
						Sum Hours	10	
						Reason: Actual hours matches original story point		
Notification System Low-Level Design	As a developer, I want to ensure that the design of the Notification 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	10	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.	3	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.	7	Kevin
						Sum Hours	10	
						Reason: Actual hours matches original story point		