

| Name | % dedicated to Sprint | Days off | Capacity Calculation (Ideal Hours) | Allocated (from Plan Sheet) | Uncommitted hours | Delta Variables | Delta Variable Values |
|--------------------------|-----------------------|----------|------------------------------------|-----------------------------|-------------------|-----------------------------------|-----------------------|
| Bryan Tran | 100 | 0 | 35 | 27.5 | -3.5 | Hours per day | 5 |
| Kevin Dinh | 100 | 2 | 25 | 15 | 0.5 | Sprint length (in days) | 7 |
| Darius Koroni | 100 | 2 | 25 | 15 | 0.5 | Focus Factor | 0.85 |
| Tien Nguyen | 100 | 3 | 20 | 10 | 1.25 | | |
| Garrett Tsumaki | 100 | 0 | 35 | 22.5 | 1.5 | Sprint Planning | 2 |
| Jett Sonoda | 85 | 2 | 21.25 | 10 | 2.3125 | Sprint Retrospective | 1 |
| Total Capacity in Sprint | | 9 | 161.25 | 100 | 2.5625 | Daily Stand-Up (Total for sprint) | 1.75 |
| | | | | | | Backlog Grooming | 1 |
| | | | | | | | |
| | | | | | | | |
| | | | | | | Sum Hours | 5.75 |

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. |
|------------------------------------|---|---|----------------------|-------------|-------------------------------------|---|------------------------|---------------|
| Authentication Backend Development | As a developer, I want to implement this core component into the product as requested by the Client. | -Proper Test Cases pass -Implementation follows SOLID Principles | 30 | Bryan | | | | |
| | | | | | Implement the Authentication Design | Implement the Authentication Design for all backend components and create test cases | 15 | Bryan |
| | | | | | Implement the Authentication Design | Implement the Authentication Design for all backend components and create test cases | 15 | Garrett |
| | | | | | | Sum Hours | 30 | |
| | | | | | | Reason: Actual hours matches original story point | | |
| | | | | | | | | |
| OTP Backend Development | As a developer, I want to implement this core component into the product as requested by the Client. | -Proper Test Cases pass -Implementation follows SOLID Principles | 20 | Jett | | | | |
| | | | | | Service Layer Implementation | Implement the OTP Design for Service Layer | 5 | Jett |
| | | | | | DAL Implementation | Implement the OTP Design for Data Access Layer | 5 | Bryan |
| | | | | | Manager Layer Implementation | Implement the OTP Design for Manager Layer | 5 | Bryan |
| | | | | | Test Cases | Based on the Client Requirements, create the failure use case sequence diagrams for this feature. | 5 | Garrett |
| | | | | | | Sum Hours | 20 | |
| | | | | | | Reason: Actual hours matches original story point | | |
| | | | | | | | | |
| Business Requirement Document v3.0 | As a developer, I want to ensure that sections of the BRD are improved and approved by the Client. | -Revise all contents of the BRD | 20 | Kevin | | | | |
| | | | | | Entire BRD Revised | Revise all sections of the BRD and send to client for approval. | 10 | Kevin |
| | | | | | Entire BRD Revised | Revise all sections of the BRD and send to client for approval. | 10 | Darius |
| | | | | | | Sum Hours | 20 | |
| | | | | | | Reason: Actual hours matches original story point | | |
| | | | | | | | | |
| Project Plan 2.1 | As a project manager, I want to ensure that all of the work for this project is accounted and planned for. | -Project Plan now accounts for feasibility timeline | 5 | Jett | | | | |
| | | | | | Feasibility Adjustments | Plan for Core Components being integrated into the Project Plan | 5 | Jett |
| | | | | | | Sum Hours | 5 | |
| | | | | | | Reason: Actual hours matches original story point | | |
| | | | | | | | | |
| DAR Reports v1.0 | As a developer, I want to ensure that the technology that I plan to use is acknowledged and approved by the Client. | - Draft DAR Report(s) - Receive feedback from the Client | 10 | Darius | | | | |
| | | | | | Draft DAR Report | Skeleton of all technologies potentially needed for the product. Draft documents seeking approval to use such technology from the Client. | 4 | Darius |

| | | | | | | | | |
|---|--|---|--|----|---------------------------------|---|-----|---------|
| | | | | | | Skeleton of all technologies potentially needed for the product. Draft documents seeking approval to use such technology from the Client. | | |
| | | | | | Draft DAR Report | | 4 | Kevin |
| | | | | | Adjudicate Feedback from Client | Revise DAR Report(s) based on Client feedback. | 1 | Darius |
| | | | | | Adjudicate Feedback from Client | Revise DAR Report(s) based on Client feedback. | 1 | Kevin |
| | | | | | | Sum Hours | 10 | |
| | | | | | | Reason: Actual hours matches original story point | | |
| Carried over from last sprint | | | | | | | | |
| Registration Low-Level Design Revisions | As a developer, I want to redesign my feature to ensure it incorporates the Client's feedback. | -Registration Diagrams are revised | | 5 | Tien | | | |
| | | | | | Revise Design | Based on Authentication's Low-Level Design, revise this feature's low-level design accordingly. | 5 | Tien |
| | | | | | | Sum Hours | 5 | |
| Carried over from last sprint | | | | | | | | |
| Authentication Low-Level Design | As a developer, I want to design my feature to ensure I cover all components and use cases for this feature before implementation. | -Success Sequence Diagrams -Failure Sequence Diagrams -Reviewed by certain team members | | 10 | Bryan | | | |
| | | | | | Finish Sequence Diagrams | Based on the Client Feedback and new discoveries, revise the successful and failure sequence diagrams for this feature. | 2.5 | Bryan |
| | | | | | Finish Sequence Diagrams | Based on the Client Feedback and new discoveries, revise the successful and failure sequence diagrams for this feature. | 2.5 | Garrett |
| | | | | | Finish Sequence Diagrams | Based on the Client Feedback and new discoveries, revise the successful and failure sequence diagrams for this feature. | 5 | Tien |
| | | | | | | Sum Hours | 10 | |