Project Zelula - SCRUM plan #3

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1 Introduction

In this SCRUM plan we define the tasks we want to complete in this sprint. Every task is assigned to one or two developers and an estimate is provided for the effort required.

For each SCRUM run a milestone is created at GitHub, with issues for the tasks selected. The issues for this milestone can be found on: https://github.com/FelixAkk/synthbio/issues?milestone=9.

2 Selection and assignment of tasks

This is the third sprint of our project. During this sprint we will implement validation, evaluation and simulation of a circuit. We will also look at saving and loading a circuit. If all goes according to plan we can start reusing previously build circuits and simulate the outcome of a circuit. If we do this it means we have the product we planned implementing at the beginning of this project. Afterwards it will only be fine tuning.

Available time

The time available is four mornings in two weeks by five people. That's about sixteen hours per person.Including meetings we come to an estimate of 70 hours of actual working. However, this is below the amount of hours spend with respect to ECTS, so we will plan spend a little more.

A list of tasks, assignments and effort estimations is included in a table.

	Task	Developer	Effort estimated	actual
#33	Server: Validate Circuit	Jan Pieter	Estimate	Actual
#34	Server: Evaluate Circuit		Estimate	Actual
#21	Server: Connection to simulator	Albert	Estimate	Actual
#35	Client: Import/Reuse circuits		Estimate	Actual
#36	Client: Simulate Circuit		Estimate	Actual
#37	Client: Save Circuit		Estimate	Actual
#38	Client: Load Circuit		Estimate	Actual
#39	Client: Validate Circuit		Estimate	Actual
#40	Client: Gate rendering/scaffolding	Felix	Estimate	Actual
	Total			

	Optional tasks[1]			
-	Think of optional tasks	-	Estimate	Actual
	Total		-	-

	Grand Total			-

3   Reflection on this iteration

In this section we will give a quick review on this iteration.

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[1]Things from next iterations that could be done if sufficient time is available