



# ITECH3208 - Project 1

Sprint – 2 Outcomes

Submitted to : Nityansh Rattan

Group - 1

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## Revision

Version	Date of revision	Team Members	Approved by	<b>Brief Description</b>
1.0 11/10/2024		Harmanpreet Singh Bedi	Members and and prototypes	All the mock-ups and prototypes,
	11/10/2024	Devansh Mahajan		
	,,	Sahejdeep Singh		and sprint 2 is
		Aakash		completed

# Introduction

# Sprint 2

The objective of sprint 2 was to complete the designing part of the project, i.e., all the mockups and prototypes and gain feedback on all of the completed tasks.

# **Sprint Goals**

Following are the goals of sprint 2:

- Gather feedback on the first sprint from the client.
- Document the new requirements after the feedback.
- Create remaining mock-ups and prototypes.

PBIs (Product Backlog Items)	Assignees
Product Owner, UI/UX Designer	Harmanpreet Singh Bedi
Product Manager	Devansh Mahajan
UI/UX Designer, Tester	Sahejdeep Singh
Scrum Master	Aakash

Table 1. Duties of team members in this sprint

# **Project Setup**

# **Product Backlog**

The product backlog decided (prior to the sprint) is:

1. Epic 1 : Gather Feedback and Define Requirements

This epic focuses on collecting feedback and updating the requirements based on the first sprint review.

User Stories:

 As a client, I want to provide feedback on the product's first sprint so that I can ensure the final product meets my expectations. • As a project manager, I want to document new requirements after client feedback so that we can refine the product roadmap.

## 2. Epic 2: Design Mock-ups and Prototypes

This epic involves the design process, including creating mock-ups and prototypes based on feedback and requirements.

#### User Stories:

- As a UX designer, I want to create mock-ups for the new requirements so that the development team can have a visual reference.
- As a product owner, I want to review the new mock-ups so that I can approve them before development starts.
- As a client, I want to see updated prototypes so that I can confirm that the product direction aligns with my expectations.
- As a UI/UX designer, I want to create interactive prototypes based on the mockups so that we can simulate the user experience and gather feedback.

## 3. Epic 3: Develop Front-End Features

This epic focuses on the front-end development of the product, where the actual implementation of the designs takes place.

#### User Stories:

- As a frontend developer, I want to implement the front-end pages based on the approved mock-ups so that the product has a usable interface.
- As a user, I want the front-end pages to be responsive so that I can access the application from any device seamlessly.
- As a client, I want the front-end to reflect the updated designs so that it matches the look and feel I approved.
- As a tester, I want to review the front-end pages so that I can identify any bugs or usability issues before launch.

#### 4. Epic 4: Quality Assurance and Testing

This epic includes the testing activities to ensure the product meets quality standards.

User Stories:

- As a QA tester, I want to test the new features implemented in the front-end so that I can ensure they function correctly.
- As a QA engineer, I want to perform usability testing on the prototypes so that
   I can ensure they offer a smooth user experience.

 As a developer, I want to fix any bugs identified during testing so that the product is stable and ready for deployment.

## **Prioritized User Stories**

From all of the above, these are the priority user stories that are must and needed to be completed prior to moving further into the project :

- As a client, I want to provide feedback on the product's first sprint so that I can ensure the final product meets my expectations.
- As a project manager, I want to document new requirements after client feedback so that we can refine the product roadmap.
- As a UX designer, I want to create mock-ups for the new requirements so that the development team can have a visual reference.
- As a UI/UX designer, I want to create interactive prototypes based on the mock-ups so that we can simulate the user experience and gather feedback.

# **Sprint Backlog**

The prioritized sprints will create the Sprint Backlog for sprint 2. Here is the final sprint backlog:

- Sprint 2
  - → Gather feedback from client on sprint 1 outcomes.
  - → Document new changes and updated requirements.
  - → Create remaining mock-up pages.
  - → Create prototypes for all the mock-up pages.

PBIs (Product Backlog Items)	Assignees
Gather feedback on sprint 1 outcomes	Aakash
Document feedback	Devansh Mahajan
Remaining Mock-up pages	Sahejdeep Singh
Create prototypes	Harmanpreet Singh Bedi

Table 2. Sprint backlog provided indicating PBIs

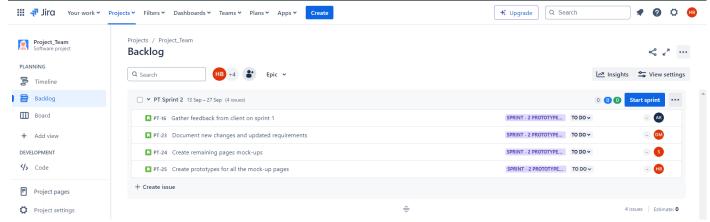


Figure 1. Creating Sprint Backlog for sprint – 2

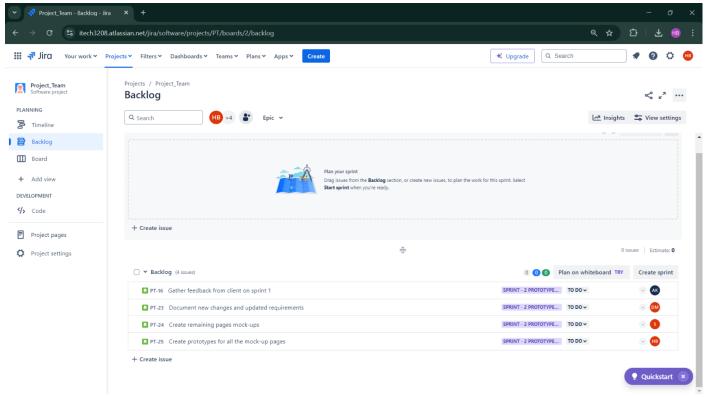


Figure 2. Sprint Backlog moved

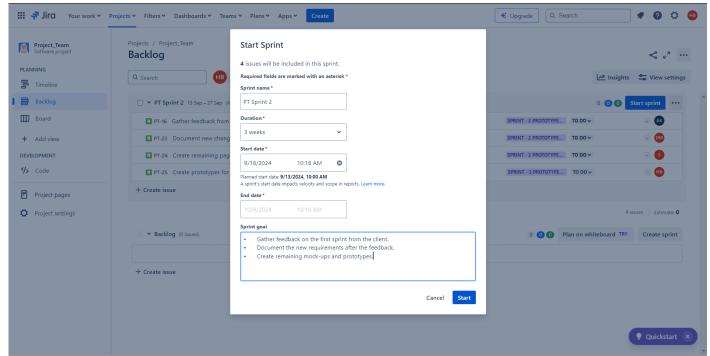


Figure 3. Starting Sprint – 2

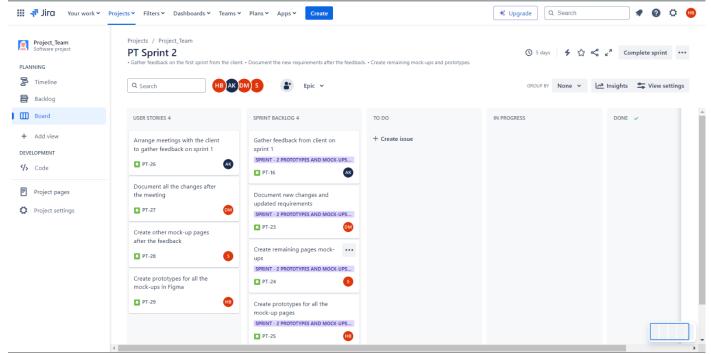


Figure 4. Jira Board for Sprint – 2 with Sprint Backlog and User Stories

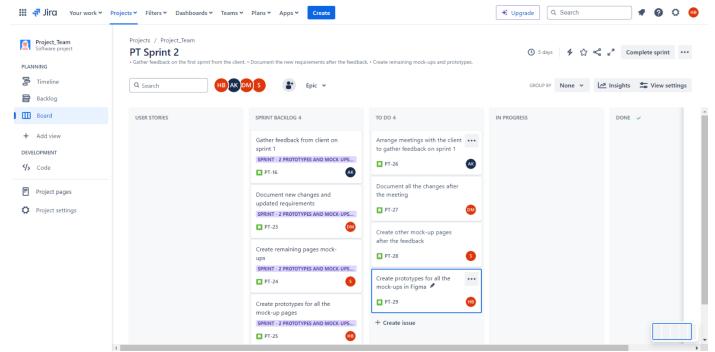


Figure 5. To-Do User Stories

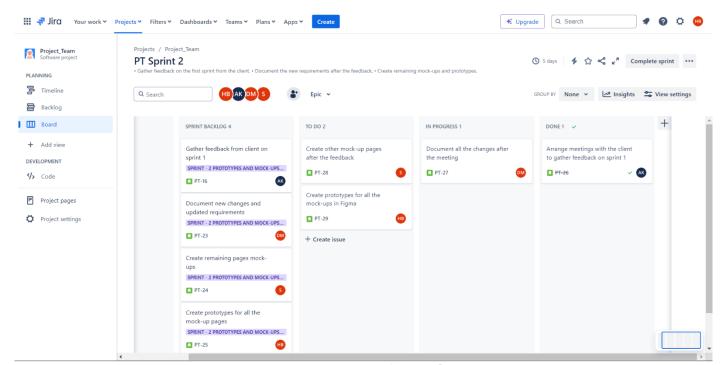


Figure 6. Progress of User Stories

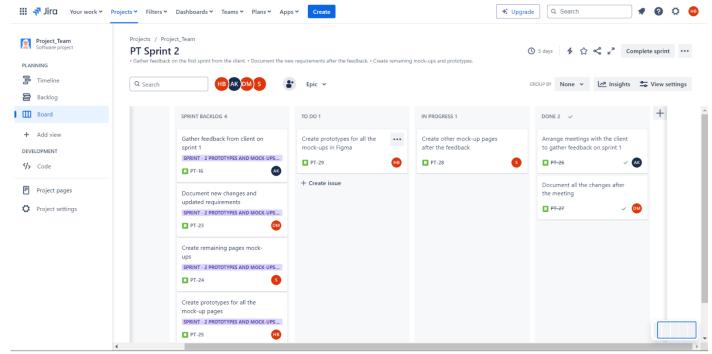


Figure 7. Progress of User Stories

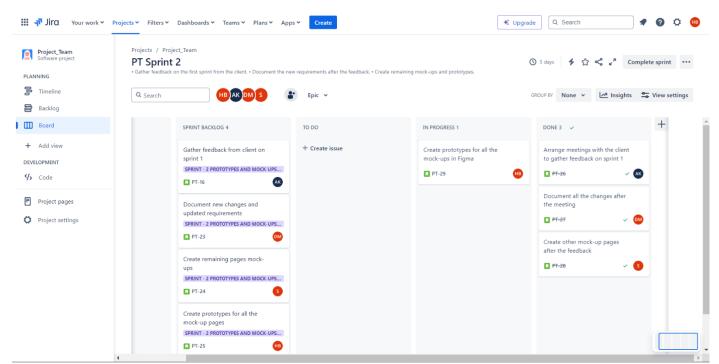


Figure 8. Progress of User Stories

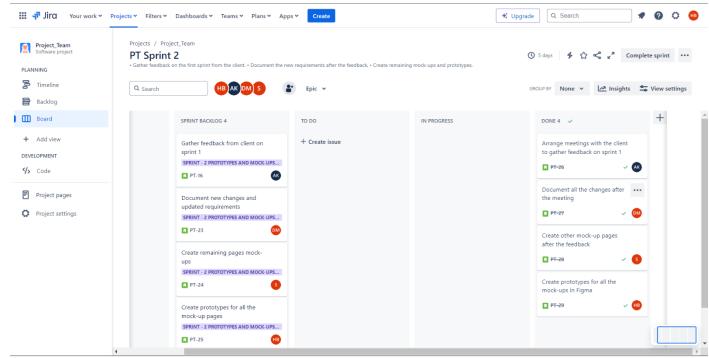


Figure 9. Completed User Stories

## **Deliverables**

# **Environment Setup**

All the working environment that are required for the project are configured and setup. Software used:

Documentation : Microsoft Word

Tracking Sprint Progress: Jira Board (Timeline and Backlog)

Mockups and Prototypes: Figma

Coding: Visual Studio Code

Local backend server : XAMPP

Testing: Web Browsers like Google Chrome, Edge and Firefox

Meetings : Microsoft Teams

# **Project Management**

Jira is used efficiently for project management. It defines product backlog, user stories, tasks and sprint backlog along with To-Do, In Progress, and Done lists to define tasks and track progress.

# **Development Progress**

In this sprint, the project team successfully gathered feedback from the client on the outcomes of sprint – 1. Also, the team successfully completed the designing part of the project, i.e., all the mock-ups and prototypes.

## Client Communication

Client feedback meeting was held before starting the sprint, to get the feedback on the sprint 1 outcomes. This helped us to gain an early insight about the team's progress track and gather feedback on that.

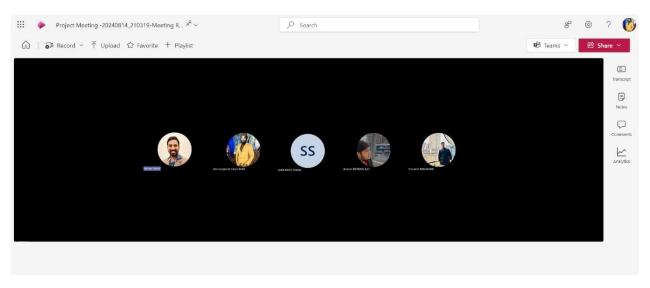


Figure 10. Client feedback meeting in early stages of development

# Design and Data

When the mock-ups were created and ready, that provided a visual roadmap about the project. Although only three pages were ready, we were able to visualize client's requirements and project development.

# **Next Steps**

The next steps will contribute towards completion of sprint -2. It will include building prototypes and mock-ups for all the portals and complete website.

# **Critical Revision**

A backlog refining meeting was conducted and following is the refined product backlog with set priorities :

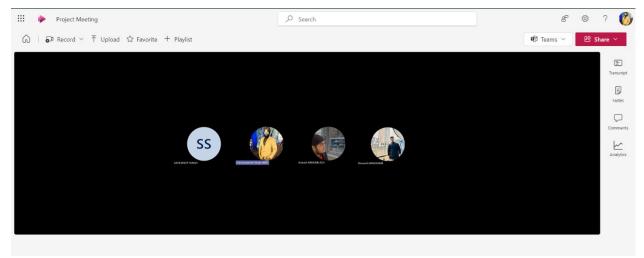


Figure 11. Backlog refining meeting

Refined PBIs	Priority
Epic 1 : Gather Feedback and Define Requirements	
This epic focuses on collecting feedback and updating the requirements based on	
the first sprint review.	
User Stories :	
As a client, I want to provide feedback on the product's first sprint so that I	High
can ensure the final product meets my expectations.	
As a project manager, I want to document new requirements after client	
feedback so that we can refine the product roadmap.	
Epic 2 : Design Mock-ups and Prototypes	
This epic involves the design process, including creating mock-ups and prototypes	
based on feedback and requirements.	
User Stories :	
As a UX designer, I want to create mock-ups for the new requirements so that	
the development team can have a visual reference.	
As a product owner, I want to review the new mock-ups so that I can approve	High
them before development starts.	
As a client, I want to see updated prototypes so that I can confirm that the	
product direction aligns with my expectations.	
As a UI/UX designer, I want to create interactive prototypes based on the	
mock-ups so that we can simulate the user experience and gather feedback.	

Table 3. Revised Product Backlog

# Outcomes of Sprint 2

Goals were identified and deliverables are of high quality, and are according to the client's requirements.

#### 1. Feedback:

The feedback for sprint – 1 outcome was gathered from the client. All the things and documentation went well and all the specifications and designs were according to the requirements of the client.

We recorded no significant change from the client.

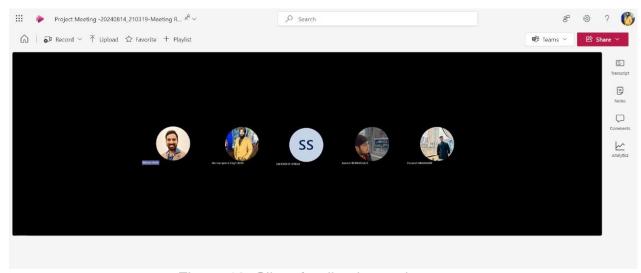


Figure 12. Client feedback meeting

# 2. Remaining mock-up pages:

In sprint 1, we completed mock-ups for three pages, that are : the Login page, Home page and the Products page.

That designs were according to the client requirements and specifications.

So, we moved further in creating the remaining mock-ups for all the other pages.

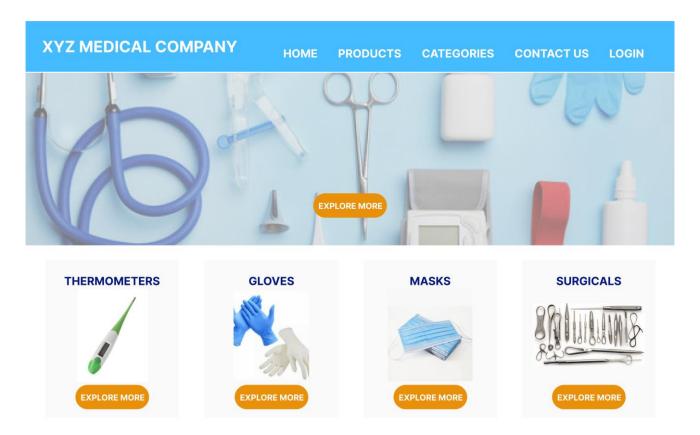
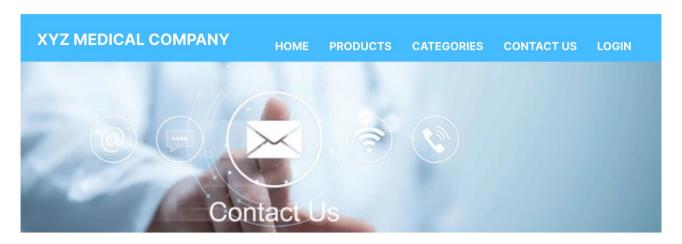


Figure 13. Categories page mock-up



**GET IN TOUCH WITH US** 



Figure 14. Contact page mock-up

## 3. Prototype:

Prototype consists of clickable flow made from mock-up pages.

This prototype was made after the completion of all the mock-up pages.

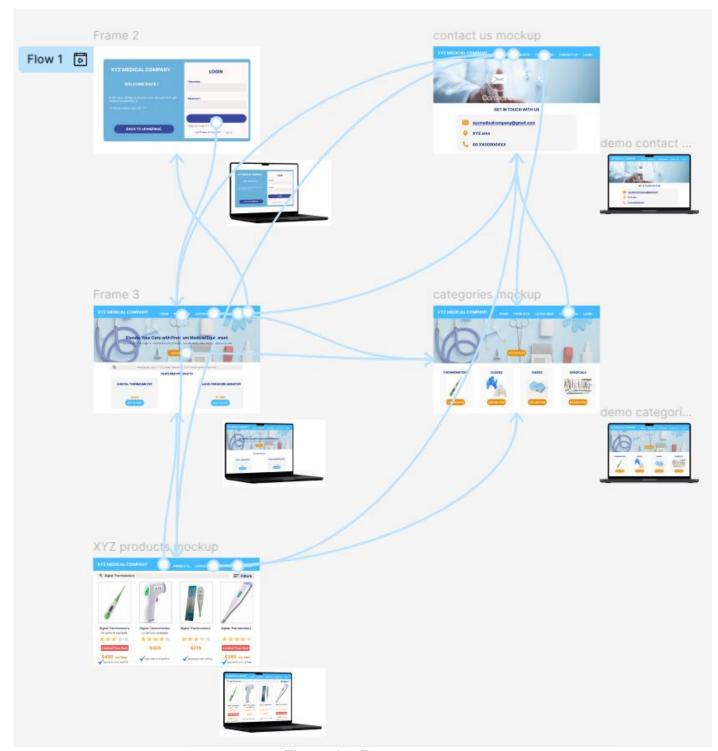


Figure 15. Prototype

Link to the prototype : <a href="https://www.figma.com/proto/fsX4U5KIEV9VHV7vsx6yMu/Project\_1-Mock-ups?node-id=0-1&t=48IZGnvU5NQPmWtU-1">https://www.figma.com/proto/fsX4U5KIEV9VHV7vsx6yMu/Project\_1-Mock-ups?node-id=0-1&t=48IZGnvU5NQPmWtU-1</a>

#### 4. JIRA Board:

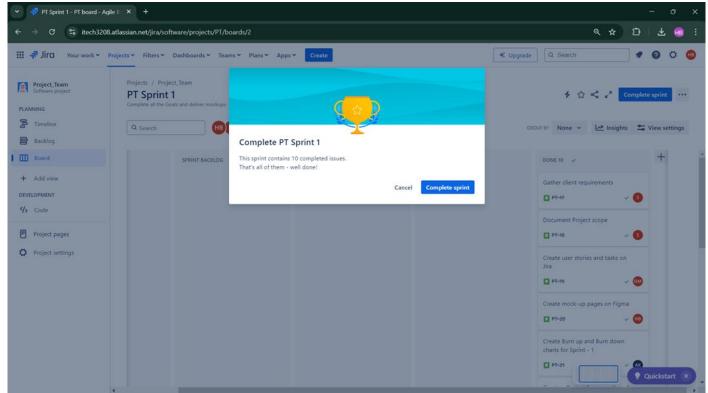


Figure 16. Previously completed sprint – 1

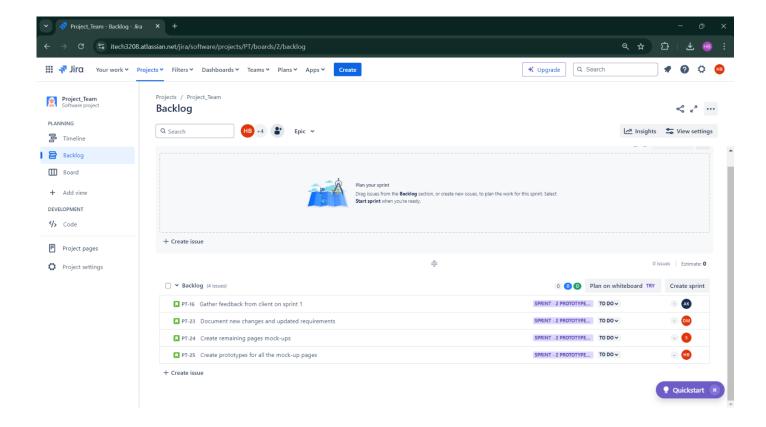


Figure 17. Creating Sprint Backlog for sprint – 2

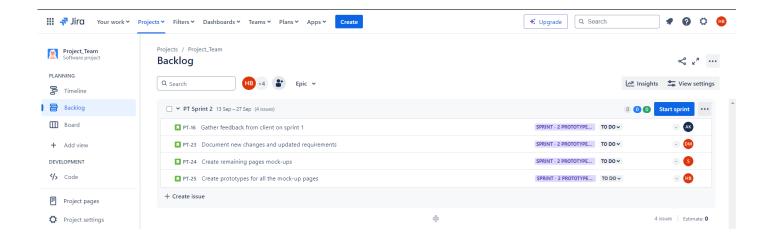


Figure 18. Sprint Backlog moved

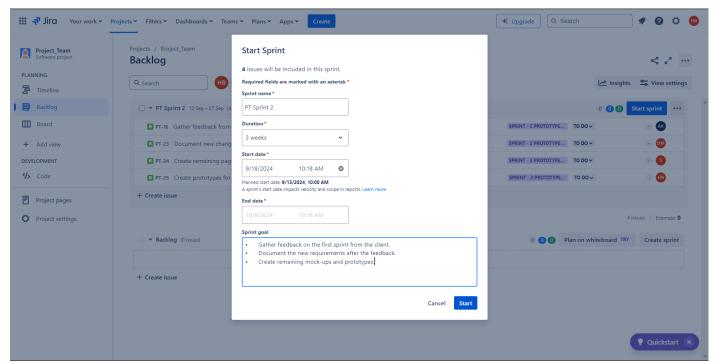


Figure 19. Starting Sprint – 2

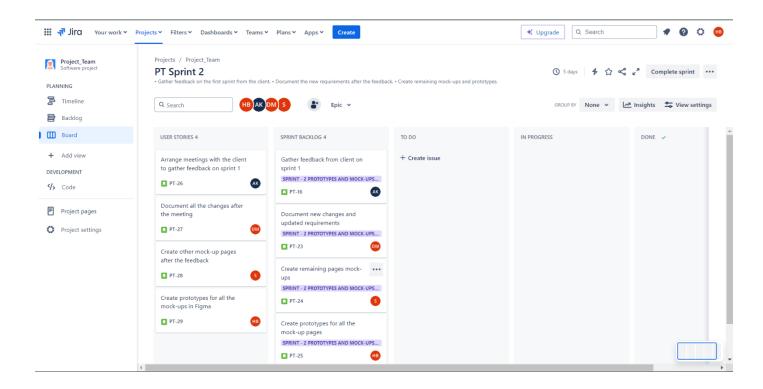


Figure 20. Jira Board for Sprint – 2 with Sprint Backlog and User Stories

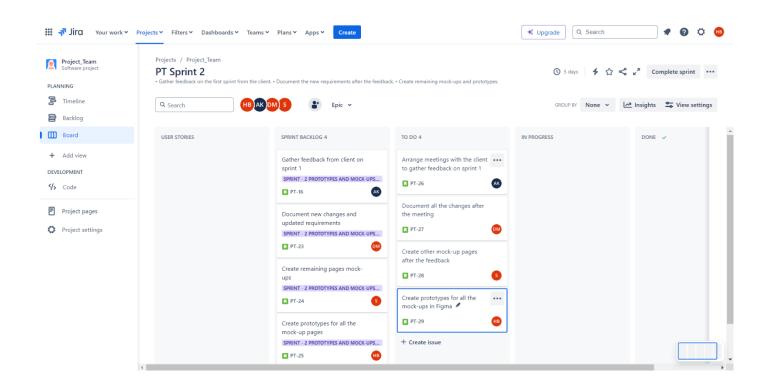


Figure 21. To-Do User Stories

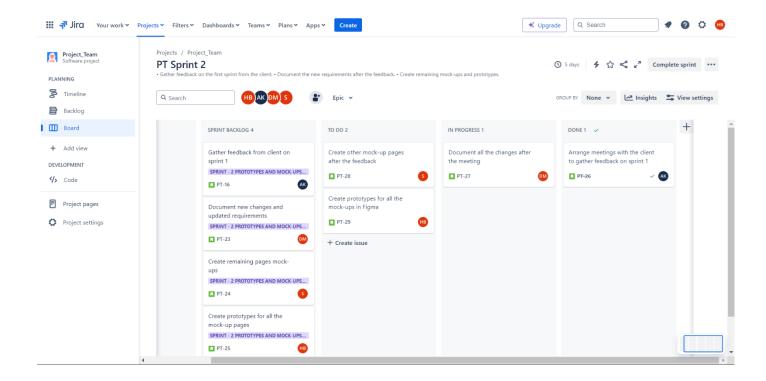


Figure 22. Progress of User Stories

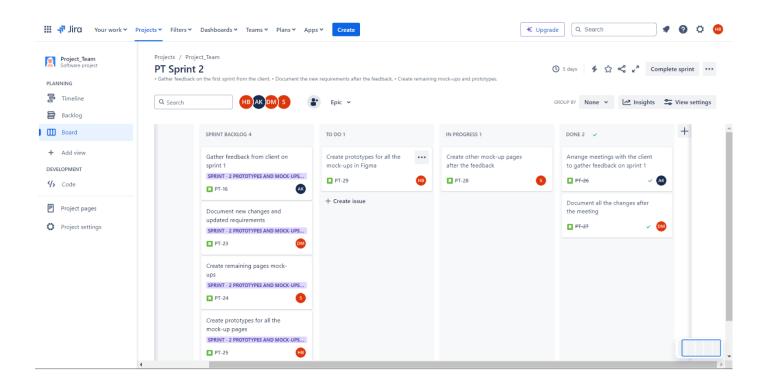


Figure 23. Progress of User Stories

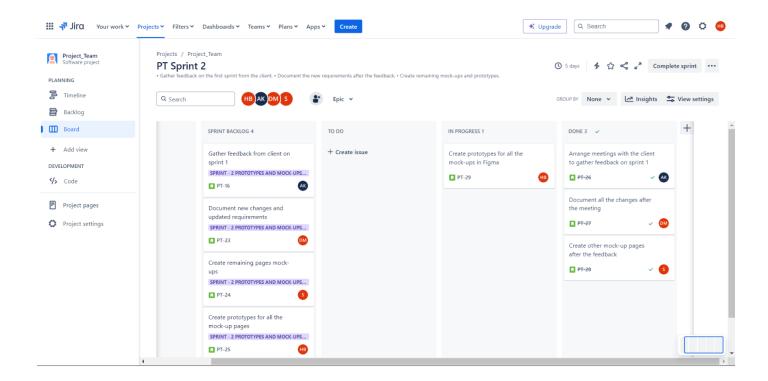


Figure 24. Progress of User Stories

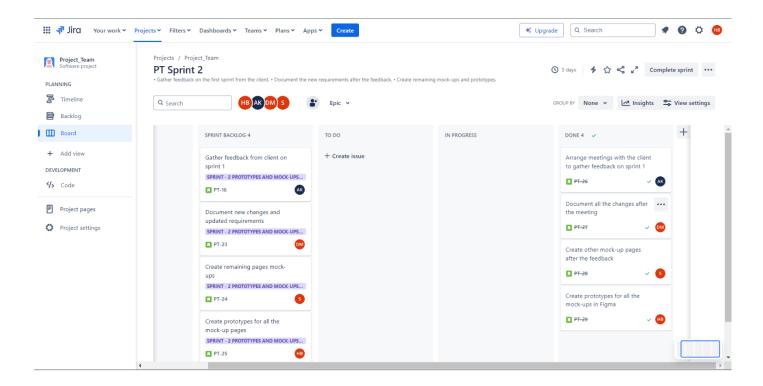


Figure 25. Progress of User Stories

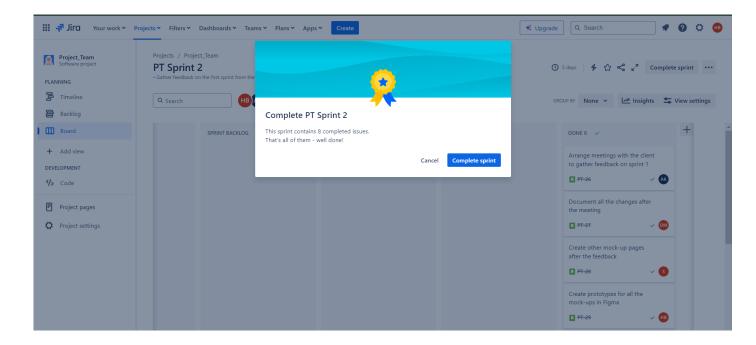


Figure 26. Completion of Sprint – 2

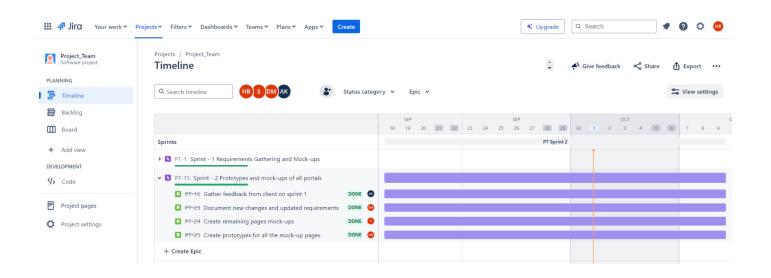


Figure 27. Sprint – 2 Timeline

## 5. Meetings

## Client Feedback meeting

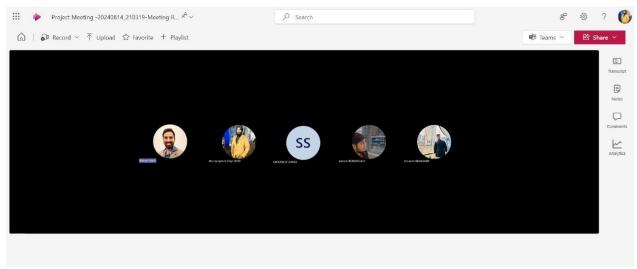


Figure 28. Client Feedback Meeting

# Sprint end retrospective meeting

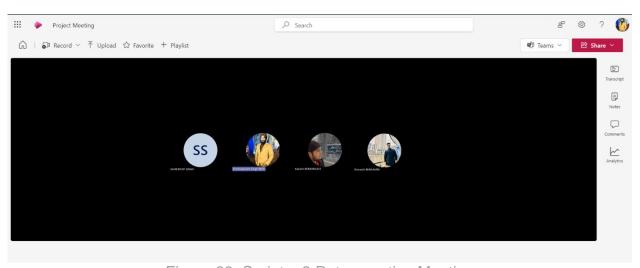


Figure 29. Sprint – 2 Retrospective Meeting

In the retrospective meeting, we did some question analysis:

- What I did?
- What are the remaining tasks ?, and
- What challenges I faced in my tasks?

Every member was encouraged to give answers to these questions :

Questions	Answers of members
What I did ?	Harmanpreet Singh Bedi : My task in this sprint to evaluate every task's progress, make remaining mock-up pages and prototypes for all the mock-ups.
	Devansh Mahajan: I was responsible for documenting any further suggested changes by the client after the completion of the Sprint – 1.
	Sahejdeep Singh: I made the remaining mock-ups for the other pages.
	Aakash: I gathered feedback from the client for the Sprint – 1.
What are the remaining tasks?	Harmanpreet Singh Bedi : As of now, no remaining tasks are left.
	Devansh Mahajan : No remaining tasks.
	Sahejdeep Singh: No remaining tasks left. All the mock-ups are completed.
	Aakash : All tasks are done.
What challenges I faced in my tasks ?	Harmanpreet Singh Bedi : The major challenge in this sprint was to schedule and match timings.
	Devansh Mahajan : No such challenge faced.
	Sahejdeep Singh : No challenge.
	Aakash : No challenge.

Table 4. Retrospective meeting Outcomes

 $Link\ to\ our\ Jira\ board: \underline{https://itech3208.atlassian.net/jira/software/projects/PT/boards/2} \\$