# Module 5

Our scrum consists of four sprints.

1. Design
2. Development
3. Testing
4. Review and Summary

Sprint 1: Design

In Sprint 1, we are using Figma to make design mock-ups for the website. When we were making the mock-ups, we had to make sure to follow the UI/UX and gestalt laws. A good user interface for a website, is important to attract customers.

* Design UI mock-ups.
* Create sketches for different pages. (Figma)
* Approve overall design.

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| --- | --- | --- | --- |
| Sprint 1 29.01.2024 - 09.02.2024 Goal: | | | |
| Item ID | **Activity** | **Estimated time (days)** | **Actual time (days)** |
| 1 | Design UI mock-ups | 7 | 7 |
| 2 | Create sketches (Figma) | 7 | 7 |
| 3 | Approve overall design | 3 | 2 |

## Exercixe 2

Sprint 1

1. **Meta Information**
   1. Team: Group 3
   2. Sprint number: 1
   3. Schedule: 29.01.24 – 09.02.24
2. **Sprint Planning Notes**
   1. Sprint Goals
   * In Sprint 1, we aim to lay the groundwork for our product by making a design that adheres to the Gestalt laws and the “best practice” within UI/UX design.
   1. Definition of Done
   * Sprint 1 is considered done when it has yielded enough data for the team to be able to move on to Sprint 2 (Development). This includes, but is not limited to:
     + A complete UI Design w/mock-ups
     + A minimum satisfactory approval factor
   1. Sprint Backlog

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| --- | --- | --- | --- |
| Item ID | Item Description | Size Estimation (days) | Customer Value |
| 1 | Design UI mock-ups | 7 | High |
| 2 | Create sketches (Figma) | 7 | High |
| 3 | Approve overall design | 3 | Medium |

* 1. Kanban Management Board
  + Can be found at the bottom of the sprint report.

1. **Sprint Review Note**
   1. Reflective Summary
   * Participants: Elling, Safin, Filip, Henrik
   * Meeting location & duration: Campus Bo, 4hrs
   * Discussion summary:
     + Identify all required elements of the website.
     + Agree upon a design palette for the website.
     + Brainstorm design ideas
   * Demo Results:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Item ID** | **Item Description** | **Size Estimation (days)** | **Status** | **Demo** |
| 1 | Design UI mock-ups | 7 | Finished | Yes |
| 2 | Create Sketches (Figma) | 7 | Finished, but could be further refined | Yes |
| 3 | Approve overall design | 3 | Finished | n/a |

* 1. Customer Feedback
  + Was the goal achieved?
    - Yes, the goal for Sprint 1 was achieved.
  + Was the customer pleased?
    - The customer was pleased by how we implemented their design wishes in the Figma prototype.
  + Were there any misunderstandings?
    - There were no misunderstandings.
  + Was the Sprint scope or overall project scope changed?
    - The scope was not changed.

1. **Retrospective Meeting Note**

* Participants: Elling, Safin, Filip, Henrik
* Meeting location & duration: Campus Bo, 4hrs
* Summary:
  1. Start Doing:
  + Check in with each team member and the status of their assigned tasks.
  + Use the Kanban board from the start of a sprint.
  + Become more time efficient.
  + Define smaller goals and when they should be finished.
  1. Stop Doing:
  + Wasting time.
  + Coming late to meetings.
  1. Continue Doing:
  + Use Kanban board.
  + Leader/Scrum master delegates tasks for each member.

Et bilde som inneholder skjermbilde, tekst, programvare, Multimedieprogramvare

Automatisk generert beskrivelse