Class: Software Engineering (sp18-cpsc-44000-001)

Sprint: Sprint 3

Sprint Start Date: Tuesday, February 13, 2018

Sprint End Date/Time: Tuesday, February 27, 2018 at 8:59am

Team Name: The Ozolots

Sprint 3 Scrum Master Name: Jace Horner

Sprint 3 Product Owner Name: Jake Walenga

Number of Team Members: 5

Projected Story Points Per Person: 18

Team Capacity in Story Points: 90

Team Commitment in Story Points: 95

#	Short Description	Per Person Estimate (SP)	Team Estimate (SP)	Commited (SP)
1	Finish Sprint 2 items	1	5	5
2	Sprint 3 Query	2	10	15
3	Sprint 3 retro & more	2	10	25
4	Sprint 4 planning	1	5	30
5	Read chapter 7	2	10	40
6	Sprint 3 metrics	2	10	50
7	Git client & cloning	1	5	55
8	Review video	2	10	65
9	Team Info Services	2	10	75
10	Shared GitHub repo	2	10	85
11	Team Info Service	2	10	95
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Note: Assume 1 Story Point (SP) = ~30min by one person

Sprint 3 Product Backlog... page 1 of 3

1. Verify and Demo that all items from Sprint 2 are Done* or add them as Carryover items to Sprint 3
2. Complete Sprint 3 Assignment/Quiz
3. Complete and document Sprint 3 Retrospective and summarization/prioritization of Team level Continuous Improvement (CI) items... be prepared to include one CI item on in your Sprint 3 backlog
4. Complete Sprint 4 Planning
5. Read and be prepared to discuss Chapter 7
6. Complete and document Sprint 3 Metrics which will consist of a published Say-Do ratio
7. Download and/or update class materials utilizing Git client and cloning https://github.com/EricJPogue/sp18-cpsc-44000-001.git
8. Review, but do no complete, Eric's Azure Static website tutorial video [link]
9. As a Team define the "Team Information Service" project by writing the necessary Team level User Stories for the project
10. As a Team create a shared private "Team Information Service" GitHub repository that is shared with everyone on the team and with the Instructor... name the repository "Team Information Service for [Team Name]"
11. As a Team create a "Team Information Service" Production site on Azure
12. As a Team develop, test, and deploy "Team Information Service" Release 1 to Test

Sprint 3 Product Backlog... page 2 of 3

13. As a Team develop, test, and deploy "Team Information Service" Release 2 to Test and Production
14. As a Class commit each Team to research, discuss, and present at least one of the following topics:
15. SaaS Frameworks including "MEAN vs LAMP vs Ruby on Rails"
16. Service Oriented Architectures including "Web Services and SOAP/WSAD vs REST vs Sockets"
17. Web Client Application Architectures including "HTML/JavaScript, Angular.js, Angular2/TypeScript, and ReactJS"
18. As a Team select one or two team members who will lead the team's effort to research and discuss the above topic and then delivery a (~10min) presentation on the topic to the class on Tuesday, February 27.
19. Define Product Teams for "Dynamic Class Seating Chart" application delivery project including, Project Manager, Product Architect, UI Designer, and Product Manager
20. As a Product Team define the "Dynamic Class Seating Chart" application as Epics, Features, and Stories