**Sprint Requirements**

0

**9/6/18**

Team formation and Project Allocation

1

**9/13/18**

Sprint presentation, demonstration, risk and challenges discussion, mitigation plan, next sprint objectives.

Must complete –

• Project requirements

• Project plan

• Tool chain, language, Config. Management, server setup, development environment, etc.

2

**9/25/18**

**9/27/18**

Sprint presentation, demonstration, risk and challenges discussion, mitigation plan, next sprint objectives.

Must complete –

• User account creation, registration, role management, profile update, locking/unlocking of user accounts, email verification

• Must complete all user stories for next spring

• Must complete all UI/UX for next sprint

• Must create all QA tests for user authentication system

3

**10/11/18**

**10/13/18**

Sprint presentation, demonstration, risk and challenges discussion, mitigation plan, next sprint objectives.

Must complete –

• Must complete all user stories for next spring

• Must complete all UI/UX for next sprint

• Must complete QA for all prior sprint and create new tests cases for current

**Project**

**Development Guideline:**

We will follow an agile software development process. Each team will divide the feature set they plan to develop into 1 weeks long sprint. Team members must continuously capture various project artifacts. All artifacts must be quantitatively measured as defined in following Effort Areas which maps to demonstrable objectives

• Tools, technology and Algorithm Development [h, i]

• Project vision, Glossary of terms, System requirements [b]

• User stories, Scenario definition and Use case Requirements [b, g, k]

• System security, data protection and ethical issues [e, g]

• Class or Entity Relationship Diagram [c, i, j]

• Interaction / State Diagram [c, i, j]

• System Architecture[c]

• User Interface Design [b, i]

• Unit and System Testing and test data selection [a, j]

• Implementation, Build programming, Server Setup and Configurations [a, i, j]

• Algorithms Design and Development [a, h]

• Project Plan Update [i, n]

• Power point Preparation and Presentation [f, i]

• Test Execution and Bug Reporting[i]

• System deployment [l]

• Use of best practices and standards[m]

For each sprint, team members will divide responsibilities with non-overlapping efforts such that produced artifacts measure individual contribution and effort. Software activities are highly coupled and dependent on each other. Members who are responsible for requirements must complete their activity ahead of time to ensure that dependent team members get enough time for completion. To ensure planning of such dependency, all team must generate quality artifact to help team succeed.

Your work will be assessed in by-weekly deliverables. Each student must keep a working journal and update Sprint Logbook of their contributions and show the proof that they have demonstrated desired skills as outlined in objectives [A to N]. You can download the Sprint Logbook template from Moodle. While working in harmony, real world projects do implement freedom and control to ensure that each member delivers the best artifact without influence of the other. Each team member is expected to give minimum between 16 to 24 hours per two week of their time working on the project. Weak deliverable by any team member will result in 0 grade for that week.