A3.4 Planning and estimation phase Artifacts

Backlog del Sprint Final.xlsx

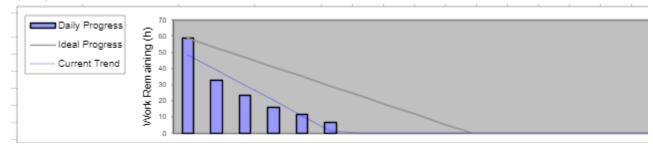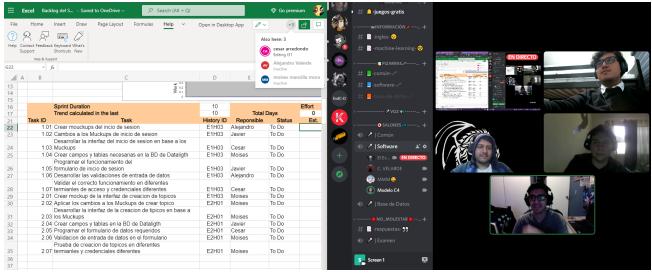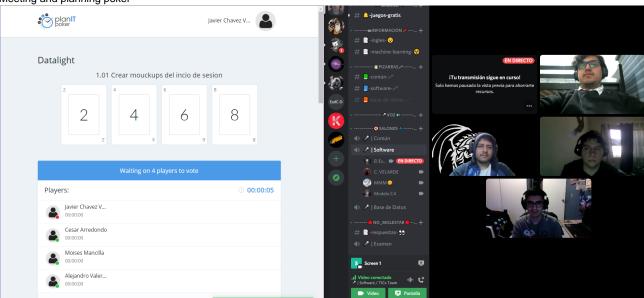| Task ID	Task	Dependencies
1.01	Create login mockups	
1.02	Changes to Login Muckups	1.01
1.03	Develop the login interface based on the Muckups	1.02
1.04	Create necessary fields and tables in the Datalight DB	
1.05	Program the operation of the login form	1.03
1.06	Develop data entry validations	1.05
1.07	Validate correct operation in different different access terminals and credentials	1.03-1.06
2.01	Create mockup of the topic creation interface	
2.02	Apply changes to create topic mockups	2.01
2.03	Develop the interface of the creation of typicals based on the muckups	2.02
2.04	Create fields and tables in the Datalight DB	
2.05	Program the required data form	2.03
2.06	Data entry validation in the form	2.05
2.07	Test of creation of topics in different terminals and different credentials	2.03-2.06

Sprint Backlog

Sprint 1 Backlog
8 Hrs = 1 Day

	Sprint Duration	10			Effort	Remaining in the following days ...									
	Trend calculated in the last	10	Total Days		59	59	33	24	16	12	7				
Task ID	Task	History ID	Reponsible	Status	Est.	1	2	3	4	5	6	7	8	9	10
1.01	Create login mockups	E1H03	Alejandro	In Progress	4	4	0	0	0	0	0	0	0	0	0
1.02	Changes to Login Muckups	E1H03	Javier	In Progress	2	2	0	0	0	0	0	0	0	0	0
1.03	Develop the login interface based on the Muckups	E1H03	Cesar	In Progress	7	7	4	0	0	0	0	0	0	0	0
1.04	Create necessary fields and tables in the Datalight DB	E1H03	Moises	To Do	5	5	0	0	0	0	0	0	0	0	0
1.05	Program the operation of the login form	E1H03	Javier	In Progress	6	6	6	6	2	0	0	0	0	0	0
1.06	Develop data entry validations	E1H03	Alejandro	To Do	2	2	2	2	2	2	0	0	0	0	0
1.07	Validate correct operation in different different access terminals and credentials	E1H03	Cesar	To Do	3	3	3	3	3	3	3	0	0	0	0
2.01	Create mockup of the topic creation interface	E1H03	Alejandro	Done	4	4	0	0	0	0	0	0	0	0	0
2.02	Apply changes to create topic mockups	E2H01	Javier	Done	2	2	0	0	0	0	0	0	0	0	0
2.03	Develop the interface of the creation of typicals based on the muckups	E2H01	Cesar	To Do	6	6	3	0	0	0	0	0	0	0	0
2.04	Create fields and tables in the Datalight DB	E2H01	Moises	To Do	5	5	2	0	0	0	0	0	0	0	0
2.05	Program the required data form	E2H01	Javier	To Do	6	6	6	6	2	0	0	0	0	0	0
2.06	Data entry validation in the form	E2H01	Alejandro	To Do	3	3	3	3	3	3	0	0	0	0	0
2.07	Test of creation of topics in different terminals and different credentials	E2H01	Moises	To Do	4	4	4	4	4	4	4	0	0	0	0

Burn Down

Gantt Chart

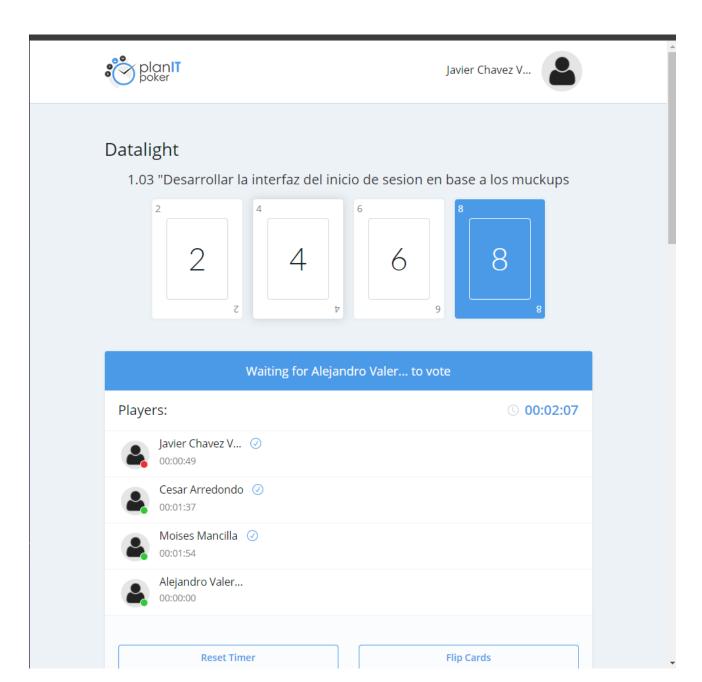| Task ID	Task	Dependencies	Reponsible	Days									
				1	2	3	4	5	6	7	8	9	10
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1.02	Changes to Login Muckups	1.01	Javier										
1.03	Develop the login interface based on the Muckups	1.02	Cesar										
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2.07	Test of creation of topics in different terminals and different credentials	2.03-2.06	Moises										

Evidence

- Meeting and sprint backlog

- Meeting and planning poker

- Planning poker

Conclusions

"Cesar Arredondo Bonilla

In this activity I focused on the activities that would be carried out to achieve the first spring of the project. For this we met and first we discussed what stories could be in the first spring, to which we came to the conclusion that the start of the session and the creation of topics would be presented first. Once selected, we proceeded to create the necessary activities to complete each story, as well as assign it to a member of the team. Since we had all the activities, the voting was made of the time from 2 to 8 hours that each person thought that it would take with each activity in order to obtain an estimate. Then we elaborated the Gantt chart and with the support of the previous one we managed to develop it, although it took us some time because they had to relate to the hours that each person would work per day, not passing 8 hours.
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"Chavez Vargas Javier

The practice mainly consisted in the first sprint of our project, in which the activities are created depending on the user stories, in which a person in charge is needed and an estimate of time in hours of work to be carried out, to estimate them we use planning poker to facilitate this process and managers were chosen based on their skills. After the Gannt schedule is created, which details the weeks in which the activities will be carried out, after that based on that we can fill the working hours for 10 days of sprint to perform the burn down graph which indicates us If we go well in the hours worked, both the ideal and the real ones. This practice helps us learn to use the sprint and how each of its activities are composed, having the template it is easy to make the burn down graph, but to dictate the activities you have to think about every detail that can be done, in addition to To fill in the working hours, even as an example, you need to calculate well which activities can be carried out at the same time or advance them and which ones not, so you have to carry a bit of logic when creating the gantt diagram and filling in the sprint of hours worked.
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"Mancilla Mora Moises

In this activity, what was the creation of a sprint of the first activities to be carried out in the project was elaborated. Seeing the user stories we identify which ones will be developed in the first sprint of the project. Once identified, we break down into several tasks that must be developed so that they can be fulfilled. When all the tasks were declared, the team got together and an online tool was used to determine the hours it would take us to complete the tasks. Based on the times we estimate, we organize how we will distribute these times over 10 days and each day you can only work 8 hours. When the time distribution was finished, the Gantt chart began to be made, where the tasks to be carried out were inserted and a dependencies column was placed where it is declared which tasks depend on others, this means that several activities cannot start on the first day. With the Gantt we saw how all the tasks are distributed in days and it was possible to see that several can be done in parallel and finished at the same time, making the first sprint can be finished in 7 days if everything is done in the established time.
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"Valerde Sanchez Alejandro

For this activity, we established the work sprints according to the scrum methodology based on user stories. We used the planning poker tool so that each user gave an approximate number of hours a user story would require. Then we assign the tasks to each member equally and write it down in the document. With a gantt chart we set the schedules correctly since there are user stories that depend on others having been previously completed. With the diagram, we were able to visually identify that several user stories can be developed while working on others, in this way each member can work somewhere. In the end, all user stories were completed within ten days. The practice and the tools used were very helpful to finish understanding the scrum framework and how sprints are applied.
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