Introduction

A3.4 Learning Activity

Project documentation using the Scrum framework for the planning and estimation phase.

Instructions

- Based on an investigation and the provided document by the teacher, realize the documentation for the project using scrum framework for the case study.
- The activity must be realized using a platform like **Notion**, or **Confluence**, and must be send in PDF style, named with the nomenclature **A3.3_ActivityName_StudentName.pdf**
- Your repository, besides containing a **readme**.md inside the root directory containing student's information, team, subject, career, teacher's information, and also a logo or pictures, must contain a section of contents or index.

Development

1. Join your work team and start preparing what is requested below:

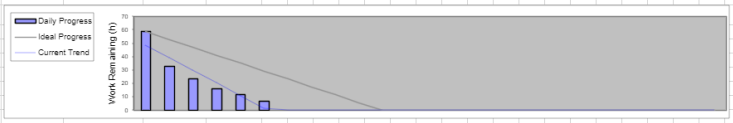
- 1.1 Identify the tasks for each user story.
- 1.2 Estimate the tasks using a digital tool.
- 1.3 Create the Sprint backlog with the tasks estimated in hours.
- 1.4 Create your gantt chart.
- 1.5 Identify the dependencies of each task and relate it to the activity it depends on.
- 1.6 Prepare the Burn down chart of the sprint.

2. Present this information making use of visual and graphic tools within the meeting of sprint planning.

- Sprint Back log

Project Name:	DataLigth
Product Owner:	Moises Mancilla Mora
Project Mannager:	Arredondo Bonilla Cesar

Sprint 1 Backlog
8 Hrs = 1 Day

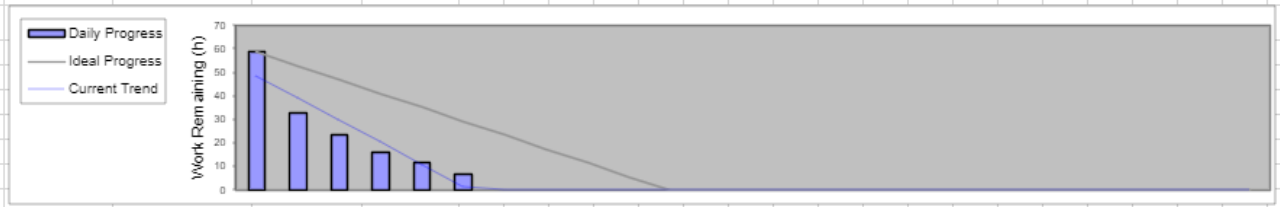


	Sprint Duration	10			Effort	Remaining in the following days ...								
	Trend calculated in the last	10	Total Days		59	59	33	24	16	12	7			
Task ID	Task	History ID	Reponsible	Status	Est.	1	2	3	4	5	6	7	8	9	10
1.01	Create login mockups	E1H03	Alejandro	To Do	4	4	0	0	0	0	0	0	0	0	
1.02	Changes to Login Muckups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

- Gantt Diagram

Task ID	Task	Dependencies	Reponsible	Days									
				1	2	3	4	5	6	7	8	9	10
1.01	Create login mockups		Alejandro										
1.02	Changes to Login Muckups	1.01	Javier										
1.03	Develop the login interface based on the Muckups	1.02	Cesar										
1.04	Create necessary fields and tables in the Datalight DB		Moises										
1.05	Program the operation of the login form	1.03	Javier										
1.06	Develop data entry validations	1.05	Alejandro										
1.07	Validate correct operation in different different access terminals and credentials	1.03-1.06	Cesar										
2.01	Create mockup of the topic creation interface		Alejandro										
2.02	Apply changes to create topic mockups	2.01	Javier										
2.03	Develop the interface of the creation of typicals based on the muckups	2.02	Cesar										
2.04	Create fields and tables in the Datalight DB		Moises										
2.05	Program the required data form	2.03	Javier										
2.06	Data entry validation in the form	2.05	Alejandro										
2.07	Test of creation of topics in different terminals and different credentials	2.03-2.06	Moises										

- Burn Down

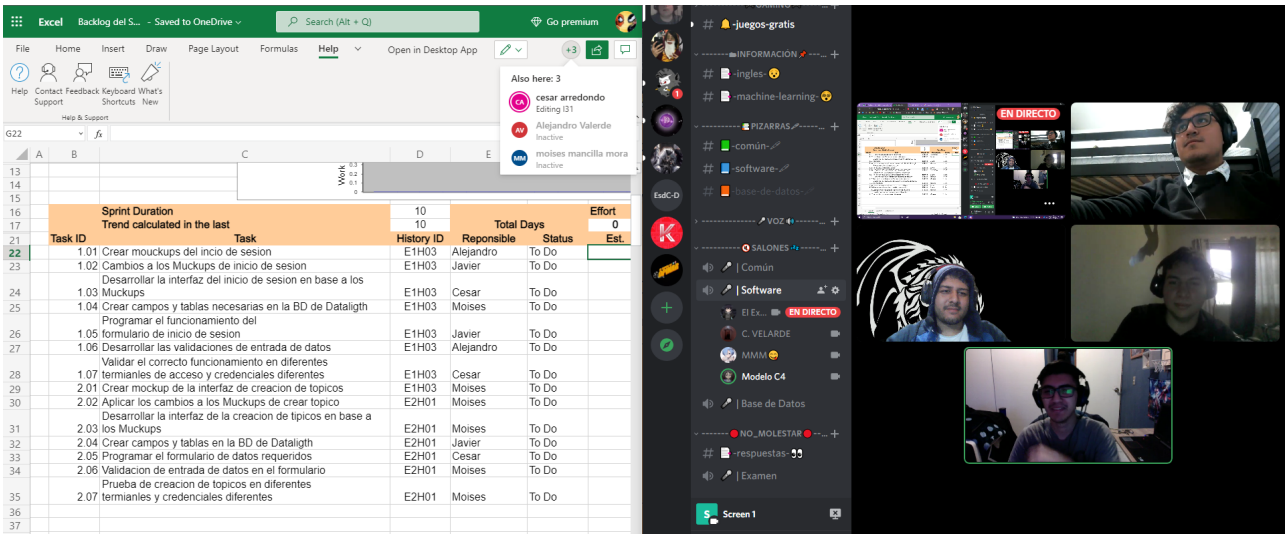


Documentation:

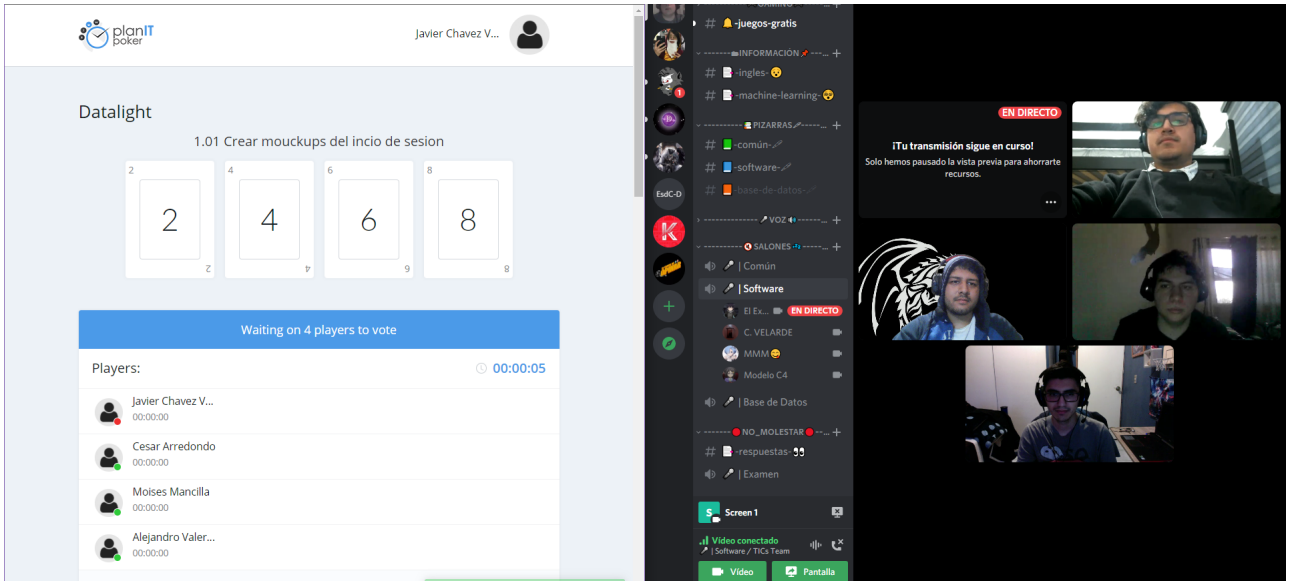
- Confluence Doc Confluence
- Original Excel Document Excel

3. Place a section with evidence that shows that they met to develop as a team the activity.

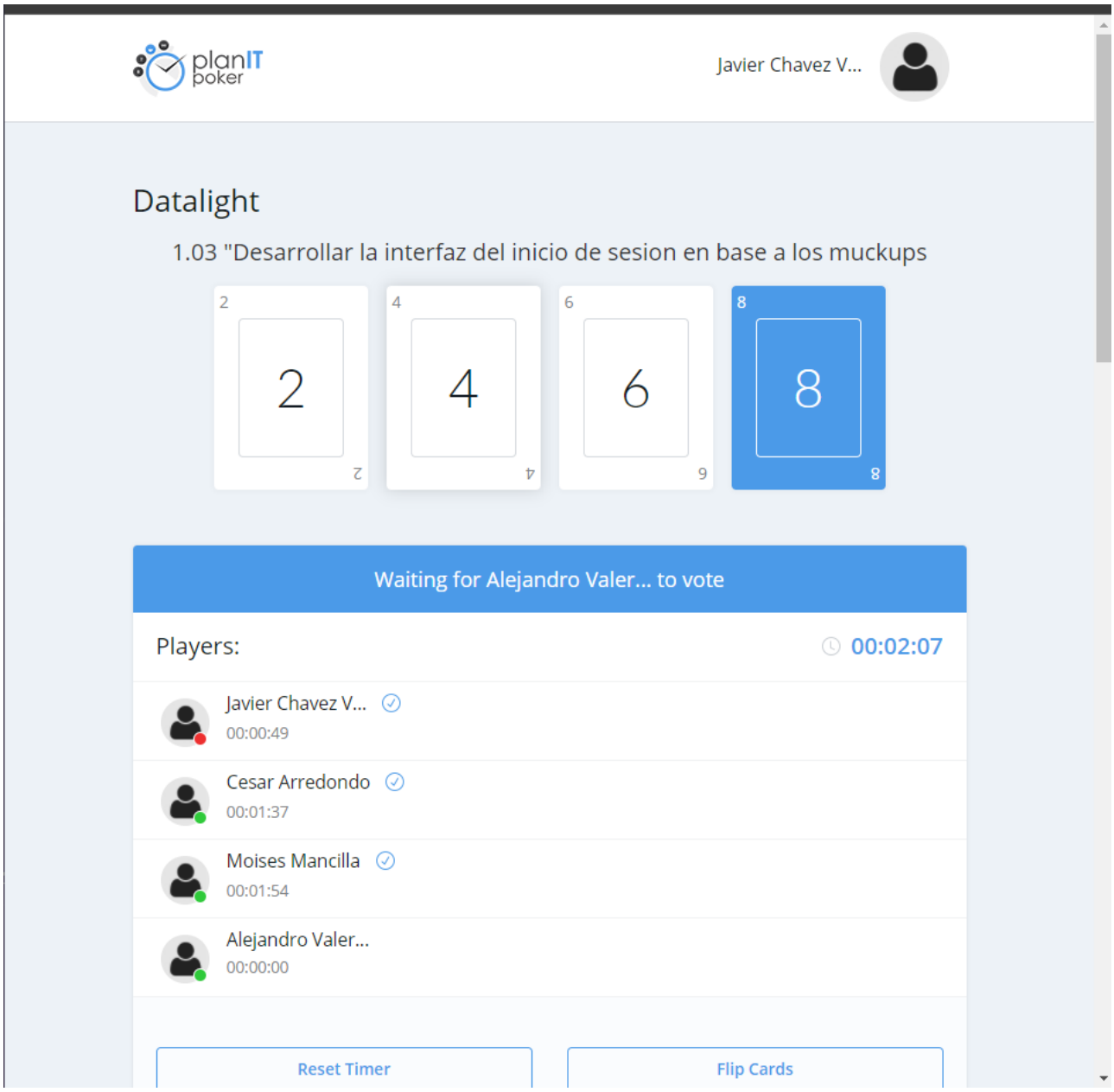
- Meeting and sprint backlog



- 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.

> 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.

> 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.

> 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.

💣 Rubric

Criteria	Description	Score
Instructions	Is each one of the points indicated in the instructions section fulfilled?	10
Development	Was each one of the points requested within the development of the activity answered?	60
Demonstration	Is the student present during the explanation of the functionality of the activity?	20
Conclusions	Is a personal opinion of the activity included by each of the team members?	10

🏠 My Github