

A3.4 Planning and estimation phase Artifacts



Task ID	Task	Dependencies
1.01	Create login mockups	
1.02	Changes to Login Mockups	1.01
1.03	Develop the login interface based on the Mockups	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 mockups	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

Project Name:
Product Owner:
Project Manager:

DataLigth
Moises Mancilla Mora
Arredondo Bonilla Cesar

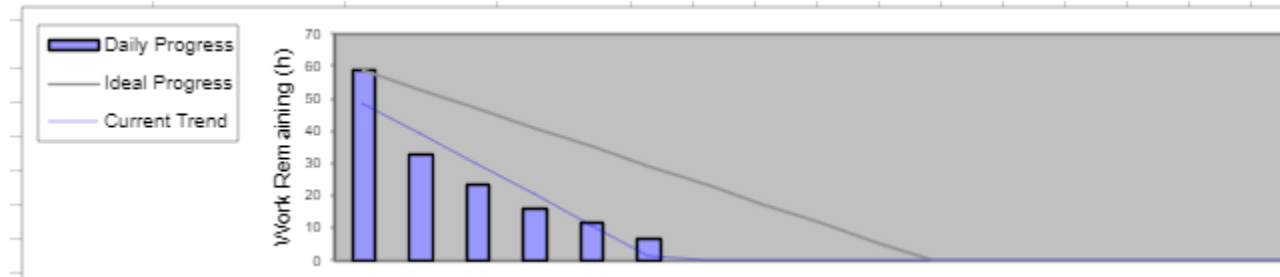
Sprint 1 Backlog

8 Hrs = 1 Day



Sprint Duration		10	Total Days		59	Remaining in the following days ...																			
Trend calculated in the last		10			Est.	1	2	3	4	5	6	7	8	9	10										
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 Mockups	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 typical 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									
1.01	Create login mockups		Alejandro	1	2	3	4	5	6	7	8	9	10
1.02	Changes to Login Mockups	1.01	Javier	1	2	3	4	5	6	7	8	9	10
1.03	Develop the login interface based on the Muckups	1.02	Cesar	1	2	3	4	5	6	7	8	9	10
1.04	Create necessary fields and tables in the Datalight DB		Moises	1	2	3	4	5	6	7	8	9	10
1.05	Program the operation of the login form	1.03	Javier	1	2	3	4	5	6	7	8	9	10
1.06	Develop data entry validations	1.05	Alejandro	1	2	3	4	5	6	7	8	9	10
1.07	Validate correct operation in different different access terminals and credentials	1.03-1.06	Cesar	1	2	3	4	5	6	7	8	9	10
2.01	Create mockup of the topic creation interface	2.01	Alejandro	1	2	3	4	5	6	7	8	9	10
2.02	Apply changes to create topic mockups	2.01	Javier	1	2	3	4	5	6	7	8	9	10
2.03	Develop the interface of the creation of typical based on the muckups	2.02	Cesar	1	2	3	4	5	6	7	8	9	10
2.04	Create fields and tables in the Datalight DB		Moises	1	2	3	4	5	6	7	8	9	10
2.05	Program the required data form	2.03	Javier	1	2	3	4	5	6	7	8	9	10
2.06	Data entry validation in the form	2.05	Alejandro	1	2	3	4	5	6	7	8	9	10
2.07	Test of creation of topics in different terminals and different credentials	2.03-2.06	Moises	1	2	3	4	5	6	7	8	9	10

Evidence

- Meeting and sprint backlog

Excel Backlog del S... - Saved to OneDrive

Search (Alt + Q)

Go premium

File Home Insert Draw Page Layout Formulas Help

Open in Desktop App

Also here: 3

cesar arredondo Editing B1

Alejandro Valerde Inactive

moises mancilla mora Inactive

G22

Task ID	Task	History ID	Responsible	Status	Est.
1.01	Crear mockups del inicio de sesion	E1H03	Alejandro	To Do	
1.02	Cambios a los Muckups de inicio de sesion	E1H03	Javier	To Do	
1.03	Desarrollar la interfaz del inicio de sesion en base a los Muckups	E1H03	Cesar	To Do	
1.04	Crear campos y tablas necesarias en la BD de Dataligth	E1H03	Moises	To Do	
1.05	Programar el funcionamiento del formulario de inicio de sesion	E1H03	Javier	To Do	
1.06	Desarrollar las validaciones de entrada de datos	E1H03	Alejandro	To Do	
1.07	Validar el correcto funcionamiento en diferentes terminales de acceso y credenciales diferentes	E1H03	Cesar	To Do	
2.01	Crear mockup de la interfaz de creacion de topicos	E1H03	Moises	To Do	
2.02	Aplicar los cambios a los Muckups de crear topico	E2H01	Moises	To Do	
2.03	Desarrollar la interfaz de la creacion de topicos en base a los Muckups	E2H01	Moises	To Do	
2.04	Crear campos y tablas en la BD de Dataligth	E2H01	Javier	To Do	
2.05	Programar el formulario de datos requeridos	E2H01	Cesar	To Do	
2.06	Validacion de entrada de datos en el formulario	E2H01	Moises	To Do	
2.07	Prueba de creacion de topicos en diferentes terminales y credenciales diferentes	E2H01	Moises	To Do	

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INFORMACION

-ingles

-machine-learning

-comun

-software

-base-de-datos

VOZ 4

SALONES

Comun

Software

El Ex

C-VELARDE

MMM

Modelo C4

Base de Datos

NO_MOLESTAR

-respuestas

Examen

EN DIRECTO

EN DIRECTO

EN DIRECTO

- Meeting and planning poker

plantIT poker

Javier Chavez V...

Datalight

1.01 Crear mockups del inicio de sesion

2

4

6

8

Waiting on 4 players to vote

Players:

00:00:05

Javier Chavez V...

Cesar Arredondo

Moises Mancilla

Alejandro Valer...

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VOZ 4

SALONES

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Software

El Ex

C-VELARDE

MMM

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Base de Datos

NO_MOLESTAR

-respuestas

Examen

EN DIRECTO

EN DIRECTO

EN DIRECTO

- Planning poker



Datalight

1.03 "Desarrollar la interfaz del inicio de sesion en base a los muckups



Waiting for Alejandro Valer... to vote

Players:

🕒 00:02:07



Javier Chavez V...



00:00:49



Cesar Arredondo



00:01:37



Moises Mancilla



00:01:54



Alejandro Valer...

00:00:00

Reset Timer

Flip Cards

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 Gantt 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.