

Sprint 21

Team Capacity Start: 48hrs

- Joseph: 8hrs
- Joshua: 8hrs
- Rhoy: 8hrs
- Frank: 8hrs
- Ghabe: 8hrs
- David: 8hrs

Work items

Work item	Hours	Name	Goal Date
Account recovery front-end	4	David	04/02/23
Peer review Reputation	4	Ghabe	04/02/23
Map and pin ready for code review	4	Ghabe	04/02/23
Alerts implementation	32	Josh	04/02/23

Total:

Alerts Implementation Task Breakdown - Josh

notes:

Translating design to implementation is crucial. Further understanding the weakness of the design is important

part 1:

Task	Hours	Notes
Set up Alert Database	1	Starting point of setting up alerts would be making a way for the database to store the alerts
Create Alerts	2	

Controller		
Create Alert Manager	4	The Alerts have BRD requirements and a large portion of the work would be to validating those requirements
Integrate with pinning feature	2	Designwise, the creation of pins are tied to alerts since when creating allows users to create an alert.
Alerts Testing	3	
Admin code	2	The duties of an admin with alerts is relatively simple. Admin sends a mandatory alert to all users in specified range and can be unique.

Total: 16

part 2:

Task	Hours	Notes
Homeview inbox	.5	Slight adjustment to current home view so that there is a way to access notifications and displays a numbered inbox of notifications
Notification-view	1.5	Out of all the views, this view probably will take the most time to get right. It has the most BRD requirements
Aler_Settings-view	1	View contains user preferences which call from the backend
Notification_Analysis-View	1	The code of being able to send an alert is handled in the backend.
Frontened side of Alerts	3	Creating the views is one thing but making the code will take some time to make sure that the alerts feature works for a user
Connect Frontend to Backend	2	
e2e Testing	2	
Integration	2	It is important to designate time to Integration. Making things work last minute is no good

Conclusion/summary	Name
For this sprint, I want to increase my work capacity to 16 in order to handle the	Josh

work needed to complete part 1 of Alerts.	
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Polish Map/Pin feature Task Breakdown - Ghabe

Task	Hours	Notes
Integrate complete pins feature	2	
Check BRD on any missing requirements	1	
Push to main branch	1	

Total: 4

Conclusion/summary	Name
This is task is added from sprint planning to make sure map/pins feature is completely implemented before code review.	Ghabe

Peer Review Reputation (Rhoy) Task Breakdown - Ghabe

Task	Hours	Notes
Review and takes notes of his design	2	
Create Peer Review Doc	2	

Total: 4

Conclusion/summary	Name

Research Sprint Task Breakdown - Frank

Task	Hours	Notes
Finish up unfinished AWS setup issues	4	The only thing that I am looking to fully complete this sprint. 4 hours well exceeds the time I had given it in previous sprints, but I have kept underestimating this process. I want to have enough time and dedication to get it right.
Start	2	Not as important to complete for me as this is not the

Researching or designing my feature		scheduled time for my feature but since there is nothing that is pressing for me to complete I would like to get a head start.
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Total: 6

Conclusion/summary	Name
This sprint does not really have me doing anything assigned, so I will take this time to catch up and possibly get new things started.	Frank

Catch up/Refactor Task Breakdown - Joseph

Task	Hours	Notes
Account Deletion Frontend	4	Anything that was not finish from josh, I will try to finish the rest
Refactor views to be in JS	2	Not as important to complete for me as this is not the scheduled time for my feature but since there is nothing that is pressing for me to complete I would like to get a head start.
Integration with other Components	2	

Total: 8

Conclusion/summary	Name
Since josh will be now working with his app specific feature, I will now try to finish anything that has been left over as well as refactor views to be in JS.	Joseph

Account Recovery Task Breakdown - David

notes: Unfinished work

Task	Hours	Notes
Allow Admins to view Requests	2	
Admin Finish Requests	2	

End to End Tests	2	
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Reputation Implementation Task Breakdown - Rhoy

Task	Hours	Notes
Read and Study Peer Review	2	Going to take high consideration in any feedback given by Ghabe (my peer reviewer)
Create Reputation Database and work on the Data Access Layer	2	Setting up a database to take in data for reputation has high priority before any other reputation functionalities
Work on the Reputation Service Layer	2	Each functionality of reputation would be a different function but I'll try to look out for any opportunities where a single function that has one purpose can be used even if the functionality is different

Total: 6

Conclusion/summary	Name
Since we are ahead of schedule based on our project plan I am able to pull in this work from our backlog. Although this may be what I anticipate to work on during the spring break, working on my feature would at least span through the next 2-3 weeks, based on my estimation, and in total the reputation feature should take up 32 hours.	Rhoy

Notes	name	date

Thoughts/concerns	Name

Sprint Conclusion

Original items:

Team Capacity: 44hrs

- Joseph: 8hrs
- Joshua: 8hrs
- Rhoy: 8hrs
- Frank: 8hrs
- Ghabe: 4hrs
- David: 8hrs

Work Items

- Account Recovery Frontend | David | 4hrs
- Peer Review Reputation (Rhoy) | Ghabe | 4hrs
- Polish Map/pin feature | Ghabe | 4hrs
- Alerts| Josh | 32hrs

Total | 44

After Task Breakdown:

Team Capacity: 54hrs

- Joseph: 8hrs
- Joshua: 16hrs
- Rhoy: 8hrs
- Frank: 8hrs
- Ghabe: 8hrs
- David: 6hrs

Work Items

- Account Recovery Frontend | David | 6hrs

- Peer Review Reputation (Rhoy) | Ghabe | 4hrs
- Polish Map/pin feature | Ghabe | 4hrs
- Research Sprint | Frank | 6hrs
- Catch up/Refactor | Joseph | 8hrs
- Reputation implementation part 1 | Rhoy | 6hrs
- Alerts implementation part 1| Josh | 16hrs

Total | 50

In conclusion our team capacity is within the limits of completing the sprint. Our Team Capacity changed drastically changed from 44 to 54 and its is because josh took on extra hours to complete his own app specific feature. Since josh was able to cut the Alerts implementation to be into two parts other team member were able to pull in work items to utilize their capacity.