

Sprint #0 Plan

Sprint: Sprint 0

Date: 02/08/2020 - 06/08/2020

Team: SEPT 3.THURS-10.30-7

Scrum Master: Paula Kurniawan

Product Owner: Josiah Miranda

Development team: Josiah Miranda, Paula Kurniawan, Ian Nguyen, Aqram Rahman, David [Taouit] Kiork

1. Goal

Aim:

- User stories + acceptance criteria + acceptance test completion.
- Execute feature: login/logout and customer profile page for release 1.0.0.

2. Duration of sprint

2 weeks; ends on 17th August.

3. What is the team's vision for this sprint?

Which items from the product backlog will be moved to the sprint backlog?

- User stories 9, 43, 38, 20.
- https://docs.google.com/spreadsheets/d/1jLX0azJTqn1TICI_O6htP0zgDAXNTHB5HXzSP2YAy2U/edit#gid=0

What will the potentially shippable product look like in the end? What features will it have in its working form?

- Login/Logout is dynamic and will be in the nav bar top right corner.
- Customer profile page.

SEPT Appointment Thing	My Profile / Login/Logout
<h3>My Profile</h3> <p>Change Details Change Password</p> <hr/> <p>Username: josiah.m</p> <p>Contact Number: 0489 123 032</p> <p>Email: j.manda@gmail.com</p> <p>Address : 21 Harper Drive Phantom VIC 1337</p>	

- Login page.

SEPT Appointment Thing	My Profile / Login/Logout
<h2 style="margin: 0;">Login</h2> <div style="margin: 10px 0;"> <input style="width: 100%; padding: 5px;" type="text" value="Username"/> </div> <div style="margin: 10px 0;"> <input style="width: 100%; padding: 5px;" type="password" value="Password"/> </div> <div style="margin-top: 10px;"> <input style="width: 100%; background-color: #007bff; color: white; padding: 10px; border: none;" type="button" value="Sign in"/> </div>	

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4. Estimation story points in sprint backlog:

- We used: scrumpoker.online
- It took us a while for us as a team to decide what numbers to use to denote our effort points and the semantics behind them. Some of us suggested to use the effort points as a reflection of hours i.e. time taken to complete the task, but others mentioned that it would be better to define them abstractly in terms of difficulty.
- We went with the latter option using numbers 1,2,3,5,8.
 - i. 1 = very simple.
 - ii. 2 = simple.
 - iii. 3 = moderate.
 - iv. 5 = difficult.
 - v. 8 = very difficult.
- For PBI ID 9: As this was the first time we were doing scrum poker there was a discrepancy. Some team members were inexperienced and went with 5, while others went with 2 as they were confident in the task. After discussion, we collectively agree on a middle ground with 3.
- For PBI ID 43: We all collectively agreed on 1 or 2 as it would be much easier than logging in. After discussion, we all agreed that it was a 1.
- For PBI ID 38: Backend team agreed it was a 1 as Spring's automated repositories made this a very simple task.
- For PBI ID 20: We collectively agreed it was a 2 as the front-end would just be a simple page to display details, and the api would also be easy to do.
- https://docs.google.com/spreadsheets/d/1jLX0azJTqn1TICl_O6htP0zgDAXNTHB5HXzSP2YAy2U/edit#gid=0

5. Priorities:

- Priorities were assigned for the entire product backlog, and the user stories already in it. They were assigned user stories from:
 - i. Very Low
 - ii. Low
 - iii. Medium
 - iv. High
 - v. Very High
- The priority was based on how necessary the user story was for the fundamental program at hand. For example, because the program is an appointment booking system, the user story regarding a customer's ability to book an appointment would be Very High, whereas something that is for cosmetics for example would be on the lower end of the scale.