Sprint Dates: 4/16 to 4/22

Items to mention

Schedule

Member	4/16	4/17	4/18	4/19	4/20	4/21	4/22
Jason	0	3	3	0	3	3	0
Jesus	0	3	3	4	4	0	0
Vi	3	3	3	3	3	3	3
Gio	2	2	2	2	2	2	2
Rainier	0	3	3	3	0	2	3

Team Capacity

Members	Hours Available
Jason	12
Jesus	14
Vi	21
Gio	14
Rainier	14
Team Capacity (Total) =	75

Unavailable Days

Members	Unavailable Days	Reason
Jason	4/16, 4/22 4/19	Class Rest day
Jesus	4/21 4/16, 4/22	Rest Day Class
Vi		
Gio		

Rainier	4/16 4/20	Dental Appointment Work
	4/20	WOLK

Task Breakdown

Work Items Based on Product Backlog

Work Items	Effort Points (Hours)	Assigned Owners
Communication Establishment Peer Review	5	Jesus
Communication Establishment CE - 1	55	Gio
Communication Establishment CE - 2	55	Gio
Communication Establishment CE - 2	55	Gio
Inventory Management IM - 1	34	Rainier
Inventory Management IM - 2	34	Rainier
Car News Center Peer Review	2	Rainier
Car News Center CNC - 1	26	Vi
Car News Center CNC - 3	26	Vi
Vehicle Marketplace VPM - 1	16	Vi
Vehicle Marketplace VPM - 2	19	Vi
Vehicle Marketplace VPM - 3	20	Vi
Service Log SL - 1 – 4	40	Jason
User Admin. UA - 2	21	Jason
User Admin. UA - 3	21	Jason
Scrap Your Car Peer Review	2	Vi
Scrap Your Car SYC - 1	55	Jesus
Scrap Your Car SYC - 3	55	Jesus

Scrap Your Car SYC - 4	55	Jesus
Scrap Your Car SYC - 5	55	Jesus
Vehicle Profile VP - 1	34	Rainier
Vehicle Profile VP - 2	34	Rainier
Vehicle Profile VP - 3	34	Rainier
Vehicle Profile VP - 4	34	Rainier
Vehicle Profile VP - 5	34	Rainier

Communication Establishment

•	Communication	Establishment	(CE-1))
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1.	Create UnitX test cases	→G10	→4EP
2.	Create Service for sending request	→Gio	→4EP
3.	Create Service for creating chat session	→Gio	→4EP
4.	Create Manager Layer function	→Gio	→4EP
5.	Create Front End function	→Gio	→3EP
6.	Create Endpoint function	→Gio	→2EP

• Communication Establishment (CE-2)

1.	Create UnitX test cases	→Gio	→4EP
2.	Create Service for managing chat sessions	→Gio	→4EP
3.	Create Manager Layer function	→Gio	→4EP
4.	Create Front End function	→Gio	→3EP
5.	Create Endpoint function	→Gio	\rightarrow 2EP

• Communication Establishment (CE-3)

1.	Create UnitX test cases	→Gio	→4EP
2.	Create Service for confirm/cancel sell	→Gio	→4EP
3.	Create Manager Layer function	→Gio	→4EP
4.	Create Front End function	→Gio	→3EP
5.	Create Endpoint function	→Gio	→2EP

Vehicle Profile

•	Vehicle Profile (VP-1)	\rightarrow Rainier	\rightarrow 6EP
	1. XUnit Test cases	→ Rainier	\rightarrow 1EP
	2. Manager Layer	→ Rainier	\rightarrow 1EP
	Interfaces		
	Implementation		

3. Entry Point \rightarrow Rainier \rightarrow 2EP

■ Implementation		
4. End-to-End Testing	→ Rainier	\rightarrow 2EP
• Vehicle Profile (VP-2)	\rightarrow Rainier	\rightarrow 6EP
1. XUnit Test cases	→ Rainier	\rightarrow 1EP
2. Manager Layer	→ Rainier	\rightarrow 1EP
■ Interfaces		
Implementation		
3. Entry Point	→ Rainier	\rightarrow 2EP
■ Implementation		
4. End-to-End Testing	→ Rainier	\rightarrow 2EP
• Vehicle Profile (VP-3)	\rightarrow Rainier	→ 6EP
1. XUnit Test cases	→ Rainier	\rightarrow 1EP
2. Manager Layer	→ Rainier	\rightarrow 1EP
■ Interfaces		
Implementation		
3. Entry Point	→ Rainier	\rightarrow 2EP
■ Implementation		
4. End-to-End Testing	→ Rainier	\rightarrow 2EP
• Vehicle Profile (VP-4)	\rightarrow Rainier	\rightarrow 2EP
1. End-to-End Testing	→ Rainier	\rightarrow 2EP
 Vehicle Profile (VP-5) 	\rightarrow Rainier	\rightarrow 2EP
1. End-to-End Testing	→ Rainier	\rightarrow 2EP
Inventory Management		
Inventory Management (IM-1)	\rightarrow Rainier	→ 9EP
1. XUnit Tests	→ Rainier	\rightarrow 1EP
2. Manager Layer	→ Rainier	\rightarrow 2EP
 Interfaces 		
 Implementation 		
3. Entry Point	→ Rainier	\rightarrow 2EP
4. End-to-End Testing	→ Rainier	\rightarrow 2EP
 Inventory Management (IM-2) 	\rightarrow Rainier	→ 9EP
1. XUnit Tests	→ Rainier	\rightarrow 1EP
2. Manager Layer	→ Rainier	\rightarrow 2EP
 Interfaces 		
 Implementation 		
3. Entry Point	\rightarrow Rainier	\rightarrow 2EP
4. End-to-End Testing	→ Rainier	\rightarrow 2EP
Car News Center		
 Car News Center Peer Review 	\rightarrow Rainier	\rightarrow 2EP

• Car News Center (CNC-1)

- \circ XUnit Tests \rightarrow Vi \rightarrow 1EP
 - Implementation
- Manager Layer \rightarrow Vi \rightarrow 1EP
 - Interfaces
 - Implementation
- Entry Point \rightarrow Vi \rightarrow 5EP
- \circ End-to-End Testing \rightarrow Vi \rightarrow 2EP
- \circ Front end $\rightarrow Vi \rightarrow 7EP$
- \circ Front-end testing $\rightarrow Vi \rightarrow 3EP$

• Car News Center (CNC-3)

- \circ XUnit Tests \rightarrow Vi \rightarrow 2EP
 - Implementation
- Manager Layer \rightarrow Vi \rightarrow 1EP
 - Interfaces
 - Implementation
- Entry Point \rightarrow Vi \rightarrow 5EP
- \circ End-to-End Testing \rightarrow Vi \rightarrow 2EP
- \circ Front end \rightarrow Vi \rightarrow 7EP
- \circ Front-end testing \rightarrow Vi \rightarrow 3EP

• Vehicle Marketplace (VPM-1)

- \circ XUnit Tests \rightarrow Vi \rightarrow 2EP
 - Implementation
- Entry Point \rightarrow Vi \rightarrow 5EP
- \circ End-to-End Testing \rightarrow Vi \rightarrow 2EP
- \circ Front end \rightarrow Vi \rightarrow 7EP
- \circ Front-end testing $\rightarrow Vi \rightarrow 3EP$

• Vehicle Marketplace (VPM-2)

- \circ XUnit Tests \rightarrow Vi \rightarrow 2EP
 - Implementation
- \circ Entry Point \rightarrow Vi \rightarrow 5EP
- \circ End-to-End Testing \rightarrow Vi \rightarrow 2EP
- \circ Front end \rightarrow Vi \rightarrow 7EP
- \circ Front-end testing $\rightarrow Vi \rightarrow 3EP$

• Vehicle Marketplace (VPM-3)

- \circ XUnit Tests \rightarrow Vi \rightarrow 2EP
 - Implementation
- Manager Layer \rightarrow Vi \rightarrow 1EP
 - Interfaces
 - Implementation

0	Entry Point	\rightarrow Vi \rightarrow 5E	P
0	End-to-End Testing	\rightarrow Vi \rightarrow 2E	
0	Front end	\rightarrow Vi \rightarrow 7E	P
0	Front-end testing	\rightarrow Vi \rightarrow 3E	
	Č		
Scrap Your C	Car		
Scrap	Your Car (SYC-1)	\rightarrow Jesus	→ 47 EP
1.	Designing <= Service Layer	\rightarrow Jesus	$\rightarrow 8$
2.	Designing Manager/Entry Point	\rightarrow Jesus	$\rightarrow 8$
3.	Designing Front end	\rightarrow Jesus	\rightarrow 5
4.	XUnit Tests implementation	\rightarrow Jesus	\rightarrow 5
5.	<= Service Layer implementation	\rightarrow Jesus	$\rightarrow 8$
6.	Manager + Entry Point implementation	\rightarrow Jesus	→ 8
7.	End-to-End Testing	\rightarrow Jesus	\rightarrow 5
Scrap	Your Car (SYC - 2)	\rightarrow Jesus	\rightarrow Removed
Scrap	Your Car (SYC - 3)	\rightarrow Jesus	\rightarrow 26 EP
1.	Designing <= Service Layer	\rightarrow Jesus	\rightarrow 5
2.	Designing Manager/Entry Point	\rightarrow Jesus	\rightarrow 5
3.	Designing Front end	\rightarrow Jesus	$\rightarrow 2$
4.	XUnit Tests implementation	\rightarrow Jesus	$\rightarrow 2$
5.	<= Service Layer implementation	\rightarrow Jesus	\rightarrow 5
6.	Manager + Entry Point implementation	\rightarrow Jesus	\rightarrow 5
7.	End-to-End Testing	\rightarrow Jesus	$\rightarrow 2$
Scrap	Your Car (SYC - 4)	\rightarrow Jesus	→ 26 EP
1.	Designing <= Service Layer	\rightarrow Jesus	\rightarrow 5
2.	Designing Manager/Entry Point	\rightarrow Jesus	\rightarrow 5
3.	Designing Front end	\rightarrow Jesus	$\rightarrow 2$
4.	XUnit Tests implementation	\rightarrow Jesus	$\rightarrow 2$
5.	<= Service Layer implementation	\rightarrow Jesus	\rightarrow 5
6.	Manager + Entry Point implementation	\rightarrow Jesus	\rightarrow 5
7.	End-to-End Testing	\rightarrow Jesus	$\rightarrow 2$
Scrap	Your Car (SYC - 5)	\rightarrow Jesus	→ 26 EP
1.	Designing <= Service Layer	\rightarrow Jesus	\rightarrow 5
2.	Designing Manager/Entry Point	\rightarrow Jesus	\rightarrow 5
3.	Designing Front end	\rightarrow Jesus	$\rightarrow 2$
4.	XUnit Tests implementation	\rightarrow Jesus	$\rightarrow 2$
5.	<= Service Layer implementation	\rightarrow Jesus	$\rightarrow 5$
6.	Manager + Entry Point implementation	\rightarrow Jesus	$\rightarrow 5$
7.	End-to-End Testing	\rightarrow Jesus	$\rightarrow 2$
Scrap	Your Car (SYC - 6)	\rightarrow Jesus	→ 26 EP
1.	Designing <= Service Layer	\rightarrow Jesus	$\rightarrow 5$

2.	Designing Manager/Entry Point	\rightarrow Jesus	$\rightarrow 5$
3.	Designing Front end	\rightarrow Jesus	$\rightarrow 2$
4.	XUnit Tests implementation	→ Jesus	$\rightarrow 2$
5.	<= Service Layer implementation	\rightarrow Jesus	$\rightarrow 5$
6.	Manager + Entry Point implementation	\rightarrow Jesus	$\rightarrow 5$
7.	End-to-End Testing	→ Jesus	$\rightarrow 2$
Service Log			
 Servic 	e Log SL 1 – 4	\rightarrow Jason	\rightarrow 9
1.	Implement Unit testing	→ Jason	\rightarrow 3
2.	Implement Sql Target	→ Jason	\rightarrow 3
3.	Implement Service Layer	→ Jason	\rightarrow 3
User Adminis	<u>stration</u>		
• UA - 2		\rightarrow Jason	\rightarrow 3
1.	Creating Sequence diagram	\rightarrow Jesus	$\rightarrow 2$
2.	Reviewing diagram with client	→ Jason	$\rightarrow 1$
• UA - 3		\rightarrow Jason	$\rightarrow 3$
1.	Creating Sequence diagram	\rightarrow Jesus	$\rightarrow 2$
2.	Reviewing diagram with client	→ Jason	$\rightarrow 1$

Task Distribution

Members	Hour // EP remaining	Tasks
Jason	12 - 15 = -3	 Service Log SL 1 – 4 Implement Unit testing Implement Sql Target Implement Service Layer UA - 2 Creating Sequence diagram Reviewing diagram with client UA - 3 Creating Sequence diagram Reviewing diagram with client
Jesus	14 - 69 - 5 = - 63	 SCY-1/3/4/5/6 (69 EP) 1 (Design Service <=) (28 EP) 2 (Design Manager + EP) (28 EP) 3 (Design FE) (13 EP) CE Peer Review (5 EP)

Vi	21 - 107 =-86	 SC2 Testing Car News Center (CNC-1) (26)
		O XUnit Tests (2EP)
		o Sql Target Layer (2EP)
		o Service Layer (2EP)
		o Manager Layer (3EP)
		• Entry Point (5EP)
		• End-to-End Testing (2EP)
		• Front end (7EP)
		• Front-end testing (3EP)
		• Car News Center (CNC-3) (26)
		• XUnit Tests (3EP)
		o Sql Target Layer (2EP)
		o Service Layer (2EP)
		Manager Layer (3EP)Entry Point (5EP)
		1 (SED)
		Front end (/EP)Front-end testing (3EP)
		• Vehicle Marketplace (VPM1) (16)
		• XUnit Tests (2EP)
		• Entry Point (5EP)
		• End-to-End Testing (2EP)
		• Front end (7EP)
		• Front-end testing (3EP)
		 Vehicle Marketplace (VPM2) (19)
		• XUnit Tests (2EP)
		• Entry Point (5EP)
		• End-to-End Testing (2EP)
		• Front end (7EP)
		• Front-end testing (3EP)
		• Vehicle Marketplace (VPM3) (20)
		o XUnit Tests (2EP)
		o Manager Layer (1EP)
		• Entry Point (5EP)
		• End-to-End Testing (2EP)
		o Front end (7EP)
		o Front-end testing (3EP)
Gio	14-55=-41	Donate Your Car (DYC - 1) (9)

- Create Unit tests (3 EP)
- Implementation (4 EP)
- Revision (2 EP)
 - Implementing fixes from peer review

Donate Your Car (DYC - 2) (8)

- Create Unit tests (2 EP)
- Implementation (4 EP)
 - Writing the code for javascript and html if vehicle details are in local storage
- Revision (2 EP)
 - Implementing fixes from peer review

CE Coding(55EP)

- CE-1
 - Create UnitX test cases (4EP)
 - Create Service for sending request (4EP)
 - Create Service for creating chat session(4EP)
 - Create Manager Layer function(4EP)
 - Create Front End function(3EP)
 - Create Endpoint function(2EP)
- CE-2
 - Create UnitX test cases (4EP)
 - Create Service for managing chat sessions(4EP)
 - Create Manager Layer function(4EP)
 - Create Front End function(3EP)
 - Create Endpoint function(2EP)
- CE-3
 - Create UnitX test cases (4EP)
 - Create Service for confirm/cancel sell(4EP)
 - Create Manager Layer function(4EP)
 - Create Front End function(3EP)
 - Create Endpoint function(2EP)

Rainier	14 - (6+6+6+2+2+9+9+2) = -28	Vehicle Profile
		VP-3 (6)VP-4 (2)
		• VP-5 (2)
		Inventory Management
		• IM-1 (9)
		• IM-2 (9)
		Car News Center
		• Peer Review (2)

Final Analysis

Do we accept the estimates for:

Car News Center

Car News Center (CNC1) - 27	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Car News Center (CNC3) - 27	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Vehicle Marketplace (VPM1) 16	
Jason	Yes

Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Vehicle Marketplace (VPM2) 19	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Vehicle Marketplace (VPM3) 20	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Car News Center (Peer Review) - 2	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Vehicle Profile

Vehicle Profile (VP1) - 6	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Vehicle Profile (VP2) - 6	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Vehicle Profile (VP3) - 6	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Vehicle Profile (VP4) - 2	
Jason	Yes
Jesus	Yes
Giovanni	Yes

Vi	Yes
Rainier	Yes

Vehicle Profile (VP5) - 2	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Inventory Management

Inventory Management (IM1) - 9	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Inventory Management (IM2) - 9	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Scrap your Car

Scrap Your Car (SYC - 1) - 47

Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Scrap Your Car (SYC - 3) - 26	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Scrap Your Car (SYC - 4) - 26	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Scrap Your Car (SYC -5) - 26	
Jason	Yes
Jesus	Yes
Giovanni	Yes

Vi	Yes
Rainier	Yes

Scrap Your Car (SYC - 6) - 26	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Communication Establishment

Communication Establishment (CE - 1) - 21	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Communication Establishment (CE - 2) - 17	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Communication Establishment (CE - 3) - 17	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

Service Log

Service Log (SL 1-4) - 9	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

\User Administration

User Administration (UA - 1) - 3	
Jason	Yes
Jesus	Yes
Giovanni	Yes
Vi	Yes
Rainier	Yes

User Administration (UA - 2) - 3	
Jason	Yes
Jesus	Yes

Giovanni	Yes
Vi	Yes
Rainier	Yes

Are we within our Sprint Capacity?

Work Item	New Estimate
Communication Establishment CE - 1	21
Communication Establishment CE - 2	17
Communication Establishment CE - 2	17
Inventory Management IM - 1	9
Inventory Management IM - 2	9
Car News Center Peer Review	2
Car News Center CNC - 1	19
Car News Center CNC - 3	20
Vehicle Marketplace VPM - 1	19
Vehicle Marketplace VPM - 2	19
Vehicle Marketplace VPM - 3	21
Service Log SL 1 – 4	9
User Admin. UA - 2	3
User Admin. UA - 3	3
Scrap Your Car Peer Review	2
Scrap Your Car SYC - 1	47
Scrap Your Car SYC - 3	26
Scrap Your Car SYC - 4	26

Scrap Your Car SYC - 5	26
Scrap Your Car SYC - 6	26
Vehicle Profile VP - 1	6
Vehicle Profile VP - 2	6
Vehicle Profile VP - 3	6
Vehicle Profile VP - 4	2
Vehicle Profile VP - 5	2
Total	363

Will We Add More Work

No, we will not add more work due to being over capacity.