

TASK - 20P

PHP-SRePS

Sales Reporting and Prediction System

<u>MEMBERS</u>	<u>STUDENT IDENT</u>
[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]
Marcus Rakkhit	[REDACTED]
[REDACTED]	[REDACTED]

Tutorial - Monday 2:30pm EN402 with [REDACTED]
Sprint Review Meeting Minutes - 10 minutes

Product Backlog Items Completed for sprint 2

- ~~Predict the weekly/monthly sales of a group of similar items~~
- ~~Notify on low quantity of stock~~
- ~~Create user types~~
- ~~Create privileges for each user type~~
- ~~Validation of users (e.g. password)~~
- ~~Add a new order/sale~~
- ~~Validation of input~~
- ~~Refactor a lot of the UI elements~~

Predict the weekly/monthly sales of a group of similar items: 4 hours were spent on this compared to that 1.5 hour estimate. This is due to some issues that occurred while implementing the section of code. While the base is designed off of the normal Predict the sales, some time was spent looking through the code and making sure it would still work with these new variables. Extra information had to be added to allow more defined searchings, and while implementing this some issues came up. Between the time spent fixing these issues, changing parts of code to allow for more detailed searches, and implementing validation tests on the new code, the time it took to complete was more than what was predicted beforehand.

Refactor and improve the UI: 4 hours were spent on this out of an estimated 6. I believe this is due to the fact that it was a general statement towards 'improving the UI' without being specific as to how to improve it.