

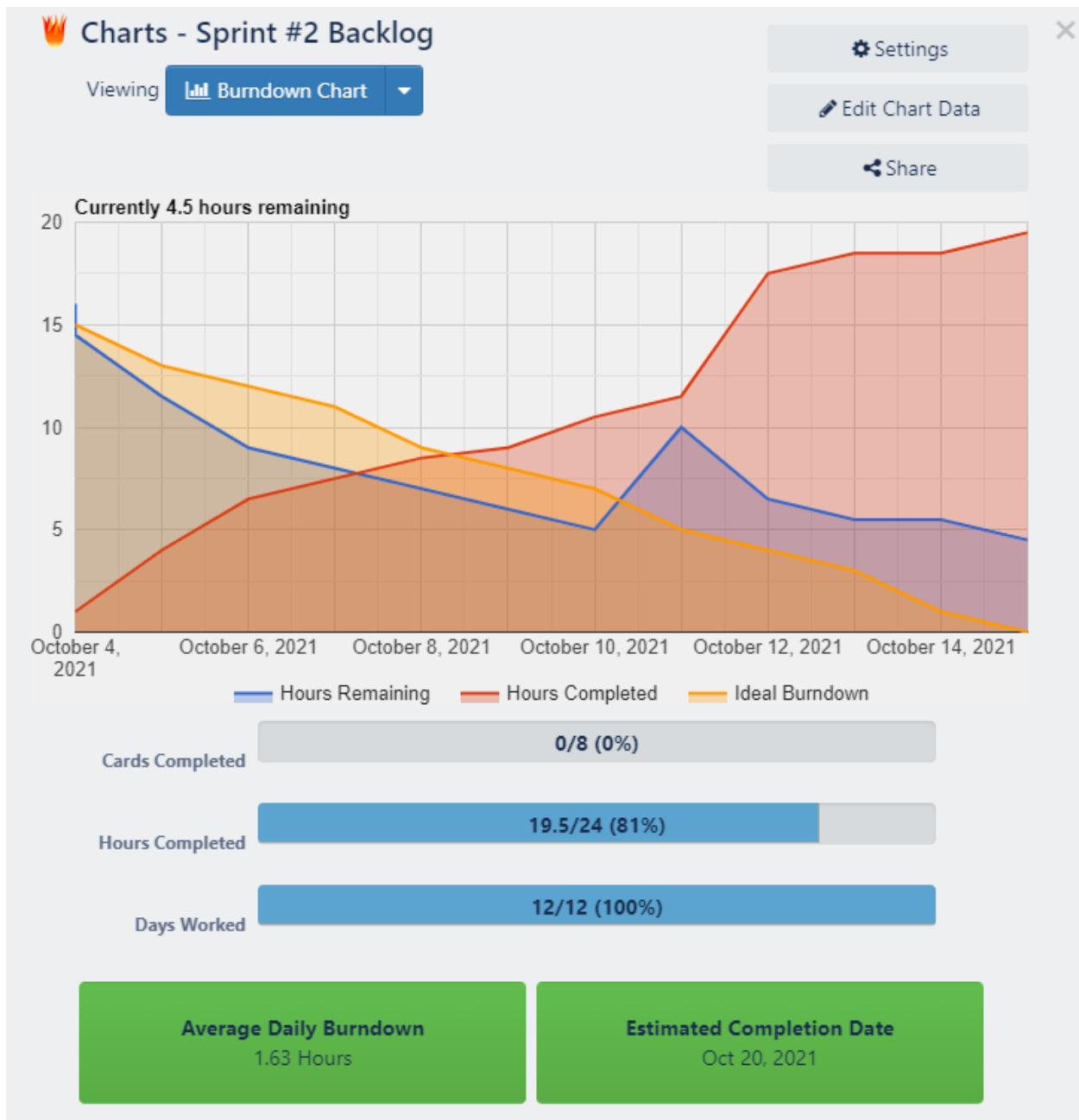
# TASK - 21P

## PHP-SRePS

### Sales Reporting and Prediction System

<u>NAMES</u>	<u>STUDENT ID NUMBER</u>
[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]
Marcus Rakkhit	[REDACTED]
[REDACTED]	[REDACTED]

**Tutorial** - Monday 2:30pm EN402 with [REDACTED]



1.
  - a) Overall, our ideal velocity did not match up with our actual team velocity. In the first week of the sprint, we overestimated the actual velocity; This was because the actual velocity declining slightly lower than the actual velocity. For the 2nd week, we added another sprint item (Refactor UI

widgets) and that forced our actual velocity higher than the actual velocity. Overall I think we underestimated the time taken for SOME of the tasks (like validating input) because the task break down was a little vague. In the future, we should consider looking more in-depth at the sub-tasks in WBS; When we break down each task, we could perhaps test these out in the program prior to the sprint (this may guide us when we create our tasks).

- b) Overall, we believe that we all made more progress (and contribution) to the project. According to Github, everyone has committed their updates to the program files. One thing we're all struggling to do is inform (in meetings) other members when we update Trello/burndown chart; Sometimes we think that our burndown chart is inaccurate or we forget to update.

2.

██████ response to the program was generally positive, she was impressed by the outcome of the project as we've done everything to a standard she's happy with, and have done more than we promised to deliver.

██████ noted that we've underestimate the number of backlog items we did, because we modified/added sprint items

Most estimates of the sprint items and their complexity were accurate or within a small margin except two sprint items.