# Estimation Method’s

## Technology Grid for Sprint 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **User Story 1** | **User Story 9** | **User Story 18** | **User Story 20** | **User Story 19** |
| **HTML** |  |  |  |  |  |
| **CSS** |  |  |  |  |  |
| **JavaScript** |  |  |  |  |  |
| **jQuery** |  |  |  |  |  |
| **Python** |  |  |  |  |  |
| **Django** |  |  |  |  |  |
| **AJAX** |  |  |  |  |  |
| **DB** |  |  |  |  |  |

The above technology grid outline’s the technologies that will need to be utilized in developing and implementing each of the following features (User Stories) that we want to finish in the first sprint. This also helped our group’s understanding of the amount of work that will needed to be put into every feature to make sure that it would work how it was supposed to work. Provides all team members (developer’s and product owner) the knowledge of the entire scope of the story has been thought through.

## First Pass Estimation for Sprint 1

User Story: 20 Reporting Page

Small Stories

User Story 9: Database Re-Implementation

User Story 1: Home Page

User Story 18: Car Information Page

User Story: 19 Customer Profile Page

Medium Stories

Big Stories

The above First Pass Estimation gave our group an understanding of the priority each of the user stories would need to be done in was. This was divided up into three different section: **small stories, medium stories and big stories.** The most important and highly prioritized user stories went into the *big stories* section, as well as this these are the user stories that had a lot of tasks and were important to get done first before any of the other tasks for user stories could commence. Next, we put features that needed to be put into the first release but however couldn’t be completed until the *big stories* had been completed. Finally, we have the small stories which are still very important to the final outcome of our Release 1 but believe should be completed after the rest of the tasks for other user stories have been completed in the *big and medium* story stage. As well as this the diagram above shows how each user story relates to each other and why our group decided to implement this sprint in this fashion.

## Planning Poker for Sprint 1

All planning poker sessions were designed so the product owner would read the user story and acceptance criteria out to the rest of the team. Then inside a excel document people’s text would be set to white so no one else could see what else people had selected until product owner revealed the consensus at the end of the round.

User Story 1: Home Page Planning Poker

![A screenshot of a cell phone

Description generated with high confidence]()

Above is the planning poker game that was used to come up with the story point estimation for the Home Page User story. This User Story ultimately ended up getting a story point value of 4 with the majority vote. This was chosen because it was discussed within the team that creating a Home Page is not a hard task to complete however it takes some planning figuring out how to lay it out and making sure it is functional, so it might take some time which is the reason for the estimate of 4 story points.

User Story 9: Improved Database

![A screenshot of a cell phone

Description generated with very high confidence]()

Above is the planning poker game that was used to come up with the story point estimation for the Improved Database User Story. This User Story ultimately ended up getting a story point value of 2 with the majority vote. This was chosen by the majority of the developer team as their familiarity with creating a managing databases was very well known and knew how to implement it into out group’s Car Rental Project, this is the reason for the total of an estimate of 2 for this User Story.

User Story 18: Car Information Page Planning Poker

![A screenshot of a cell phone

Description generated with very high confidence]()

Above is the planning poker game that was used to come up with the story point estimation for the Car Information Page User Story. This User Story ultimately ended up getting a story point value of 1 with the majority vote. This was chosen because the general layout of all the web application pages will be the same, all with the same navigation and color palette, the only new aspects that will need to be added is specific car information which will be gained from database. So, because the general layout will be very similar and online the content section will need to be changed we thought as a team that this will not take that long to implement and therefore decided to give it a story point value of 1.

User Story 20: Reporting Page Planning Poker

![A screenshot of a cell phone

Description generated with very high confidence]()

User Story 19: Customer Profile Page Planning Poker

![A screenshot of a cell phone

Description generated with very high confidence]()

Above is the planning poker game that was used to come up with the story point estimation for the Reporting Page and Customer Profile Page User Stories. The Reporting Page and Customer Profile Page ultimately ended up getting a story point value of 1 with the majority vote. These options were chosen for both of these User Stories because as with the Car Information Page user story the look, feel and functionality of the home page will be carried out throughout all pages on the web application. We will need to however change the look of the content on both on the pages which is why some members of the group had higher estimations, however in the end the majority of the group thought this would not be difficult to implement so this is the reason for both user stories getting an estimation of 1.