Plan

The learning time period should be 5-10 hours if they are new to the JavaScript language.

MVF and EVF estimation time plan.

1. MVF 1: The first MVF is creating the project board within the scrum board, this feature will allow users to create the overall board and setup the project board, this feature is crucial in setting up, the research for this feature could up to 3-5 hours and the design part of the feature will take up to 2 hours, lastly coding could take 5 hours and testing should take 1 hour. Additionally this feature also relies on implementing a database which can take additional time and effort to implement. This could take an additional 5-10 hours for research and implementation.

MVF 2: Adding a team member feature, this is a simple feature of adding a member to a project, although this feature is simple, the implementation of multiple users and setting up a database to store all the users to connect it to the database is the crucial aspect of this feature. This feature could require upto 5 hours of research, design can be done within 1 hour, coding can take up to 4 hours and testing can be done within 1 hour.

MVF 3: Creating a grid layout of five column layout which contains the categories backlog to do, dev, test and release, this is one of the easier features within the scrum board, the research for this should be around 2-3 hours, design should take an hour, coding part should take 2-3 hours and testing should take 30 mins.

MVF 4: Adding a note feature within the scrum board, this feature is fairly simple, the research for this should take 2 hour and designing for it should take 1 hour, coding should take 2-3 hours, testing should take 1 hour.

MVF 5: For my minimal viable feature was to delete a sticky note in the scrum board, the group has decided to project the MVF using JavaScript which is a somewhat unfamiliar language to me. The learning period for the basics of this language could at least take 5 hours, it will take 2 hours for the research of the feature. The design of the feature can take up to 1 hour. Coding of the feature could take up to possibly 2-3 hours, and testing should be done within 1 hour.

MVF 6: The drag and drop feature is the feature to move sticky notes to different rows within the scrum board, this feature can take up to 2 hours to research, 1 hour to design, 2 hours to code and testing should be 1 hour.

EVF 1: Uploading user photo, this EVF should be fairly simple feature as it requires a image to be uploaded in the profile picture section, this feature should take a relatively short amount of time to implement, research could take 1 hour, design 1 hour, coding <1 hour and testing could take 30 mins.

EVF 2: Task Allocation, this EVF is relatively simple as it requires users placing the nametag of users on given tasks (on sticky notes), research should take 2 hours, design 1 hour and coding could take 1-2 hours, testing could be done in like 30 mins.

EVF 3: Layout customizability, this feature should allow customizability of sticky note and layout colours, text size and font, this feature can take up a longer period of time due to the amount of customizability options. This features research could take up 5-10 hours, design could take 2 hours, coding 5-10 hours and testing should take 1 hour.

2. Technologies

1. Some of the main collaborative workspaces that the group mainly uses are Microsoft teams, gitHub and AWS, Microsoft teams is mainly used for communication between members and collaboration for team meetings and mentoring sessions with tutor and lecturer. Github is mainly used for updating daily week projects and files to store within a

workspace. Lastly AWS is mainly used for setting up the website and the format of it.

1. One main software that will be used is visual studio code, this software is primarily for the coding of the features. Other online software’s that we will use are designing tools such as lucid charts, which will help us in designing diagrams and visual representation of the application.
2. Tools: Most of the tools we required are already given, such as programming tools and a web server such as AWS which will give us the ability to set up the web app. Other tools that are being used are phpmyadmin to setup a MySQL database.
3. Resources: For resources most of them will come from the internet in mainly helping us set up the coding the process of the web app and setting up a database.