**Conduct Sprint planning**

**Sprint 1 Goals:**

Open communication channels between teams.

Establish the main hierarchy structure of the project

Start with basic tasks.

**Team Capacity:**

10 members

8h a day per person

Total sprint time 8 days = 640h

**Estimated Goals:**

User stories with high priority like

I want to have admin access so that I can undo any wrong action

I want to see the menu and the prices of items to know what to order

**Tasks:**

|  |
| --- |
| Create DB |
| Create admin tools |
| Create system for each service |
| Create servers to handle methods and systems |
| Create home page |
| Create profile page |
| Create payment page |
| Create tracking system for orders |
| Create advertisement system |

**Note:**

Each team need to assign the tasks themselves

**Definition of Done**

* When it meet business needs
* When it’s simple and clear implemented
* When we have a full cycle
* When its reviewed by at least another team member
* When we integrate with other teams and test it
* When its tested
* When its pushed to cloud and waiting for managerial approval

**Definition of Ready**

* Is the task actionable? Does the team know what to do? Can they do it now?
* Is the task clear? Is there a shared understanding of what it is and how to implement it?
* Is the task valuable? What is the business value? What is its value to the end-user?
* Has the team estimated the task? Can it be completed within one sprint? If it is not achievable in a sprint, it may need to be broken into smaller tasks.
* What are its acceptance criteria? Is there an effective way to test each story functionality?
* When done, what makes it complete? Does the team understand how to evaluate it in the sprint review once complete? This is where the definition of done comes in.