

# Contexto - Sequenciador

## SEQUENCER

1

E \$\$\$ <3  
Player register

green

EE \$\$\$ <3<3  
Classes register  
(with arena and  
teacher)

yellow

E \$\$ <3<3<3  
Classes details  
(time,date, place,  
level)

green

2

EE \$\$\$ <3<3<3  
Find classes by  
arena/teacher

yellow

E \$\$\$ <3  
Confirm  
participation

green

EE \$\$\$ <3<3<3  
Classes preferences  
(players level, time,  
place, teachers)

yellow

3

EEE \$\$\$ <3<3<3  
Reschedule  
classes

red

E \$\$ <3<3<3  
Evaluate  
teachers/arenas

green

MVP

E \$\$ <3<3  
Financial details  
about the class

green

4

EE \$\$\$ <3<3<3  
Find classes  
with geolocation

yellow

E \$\$\$ <3<3<3  
Notifications  
about scheduled  
classes

green

EE \$ <3<3<3  
Cancel classes

red

INCREMENT

5

EEE \$\$\$ <3<3<3  
Alerts about open  
spots in classes with  
player preferences

red

E \$\$\$ <3<3<3  
Find classes by  
players category

green

E \$\$\$ <3<3<3  
schedule classes  
with friends

green

Projetos / Time4Beach app

Epic

Items sem epic

App registration

Class Discovery

Classes Management

Notifications

Ranking

Financial

Criar epic

Backlog (16 items)

SCRUM-1 Create player registration functionality

SCRUM-2 Create arenas registration functionality

SCRUM-3 Enable arenas to add class details

SCRUM-4 Enable players to add your classes preferences

SCRUM-5 Enable players to find classes by arena with geolocation

SCRUM-6 Allow players to find classes by arena or teacher without geolocation

SCRUM-7 Allow players to reschedule classes

SCRUM-8 Players can confirm class attendance

SCRUM-10 Create a rating system for arenas

SCRUM-11 Display financial details about the classes

SCRUM-13 Notify players about scheduled classes

SCRUM-14 Enable classes cancelation

SCRUM-15 Find classes by players level

SCRUM-16 Players can schedule classes with friends

SCRUM-17 Alerts about open spots in classes that matches player preferences

SCRUM-21 Create a rating system for teachers

0

1

2

Plano no quadro branco

AVALIAR

Criar sprint

APP REGISTRATION	TAREFAS PENDENTES	-	
APP REGISTRATION	TAREFAS PENDENTES	-	
APP REGISTRATION	TAREFAS PENDENTES	-	
APP REGISTRATION	TAREFAS PENDENTES	-	
CLASS DISCOVERY	TAREFAS PENDENTES	-	
CLASS DISCOVERY	TAREFAS PENDENTES	-	
CLASSES MANAGEMENT	TAREFAS PENDENTES	-	
CLASSES MANAGEMENT	TAREFAS PENDENTES	-	
RANKING	TAREFAS PENDENTES	-	
FINANCIAL	TAREFAS PENDENTES	-	
NOTIFICATIONS	TAREFAS PENDENTES	-	
CLASSES MANAGEMENT	TAREFAS PENDENTES	-	
CLASS DISCOVERY	TAREFAS PENDENTES	-	
CLASSES MANAGEMENT	TAREFAS PENDENTES	-	
NOTIFICATIONS	TAREFAS PENDENTES	-	
RANKING	TAREFAS PENDENTES	-	

## Definition of ready

- External dependencies (such as design assets, APIs, or required backend services) have been identified, documented, and resolved.
- User stories are defined, with clear acceptance criteria, timelines, and goals aligned with the project scope.
- The business rules are well-documented, agreed upon, and accessible to the entire team.
- Necessary environments (e.g., development, testing) and resources are prepared and available.

## Definition of done

- The Product Owner (PO) has reviewed and approved the application.
- The UI/UX team has validated and approved the user interface and experience design.
- The CI/CD pipeline is functional, and all deployments follow established workflows without issues.

- Automated tests have been implemented and passed.
- A dashboard is available to track application errors and monitor the overall performance
- The app is available for Android devices.
- The flow of schedule a class must not take more than 3 minutes.