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# Plan breakdown

Graphical user interface, text, application, email

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1. Project backlog – Order requirements based on priority
   1. Functional requirements
   2. Non-functional requirements
   3. User-interface requirements(Use themes, epics and user stories if possible for these) Graphical user interface, text, application, email

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2. First Sprint Plan:
   1. Review project backlog with story points
   2. Decide on sprint goal and sprint backlog (which is a list of user stories to complete to achieve your goal)
   3. Walk through each user story in your sprint backlog and describe what tasks need to be done
      1. Break down stories to technical tasks
   4. Do task allocation
      1. Agree on two sprint leads (PO and SM)
      2. Discuss what can be done in the sprint
      3. Discuss who would be best to get a task done

# Skills table – for reference

|  |  |
| --- | --- |
| Name | Skillset |
| Irtiza Ali | Java, SQLite (Beginner Level) |
| Fares Remmouche | Front end and Back end |
| Carter Singh | Java, SQLite, learn as I go with back end |
| Yazan Al Quran | Java, SQLite (Expert), some back end |
| Om patel | Java, HTML, CSS, a little back end |
| Ozair Mahmudee | HTML, CSS and Javascript, Java, Responsive Design |
| Jamal Ahmed | Java, Python, Golang, React (Beginner) |
| Frankie Lo | Java, Python, SQLite (Beginner Level) |

# Project Backlog

# First Sprint Plan

## Sprint Planning Process

## Sprint Goal

## Sprint Backlog

## Sprint Leads