

Pets-R-Us SCRUM Project Requirements

Milestone 1 - Story Writing

1. As a role who owns the business, I need functionality that works, so that the end user has no trouble
2. As a role who owns the business, I need functionality that is easy to understand, so that justification end user can easily use the product
3. As a role who owns the business, I need this project to be done in a short amount of time, so that there is no delay to new customers
4. As a role who owns the business, I need functionality that I can easily manage and see reports, so that the business can expand and grow
5. As a role who owns the business, I need functionality that doesn't need constant maintenance, so that there are less errors and need for repair costs
6. As a role who designs the UI and Develops the project, I need to make sure the product is easy to follow, so that end users don't get stuck
7. **As a role who designs the UI and Develops the project, I need to make sure the project is well written and up to today's web standards, so that end users can use the product from anywhere**
8. **As a role who designs the UI and Develops the project, I need to make a schedule, so that the project gets done in time**
9. As a role who designs the UI and Develops the project, I need to make sure that the product works, so that there are minimal errors when deploying
10. As a role who designs the UI and Develops the project, I need to make sure the project is built to be long lasting, so that the business owner is satisfied
11. As a role who is an End-User, I need functionality that works, so that I don't need to contact support
12. As a role who is an End-User, I need guided help, so that I don't make any mistakes
13. As a role who is an End-User, I need accessibility, so that any user can use the program
14. As a role who is an End-User, I need an account, so that I can see my appointments and bills
15. As a role who is an End-User, I need access from anywhere, so that I can check my appointments and bills when i'm not on my computer

Milestone 2 - Story Decomposition/Tasking

Tasks	#7	#8
1	Research latest web technologies	Create a rough outline of a schedule, ensure there is plenty time to get tasks done
2	Decide if I want to build a back-end or use another companies	Gauge how long each task should take and will take
3	Sketch back-end systems, databases and sketch front-end	Final draft of the schedule
4	Begin development of sketches/make prototype	Submit schedule to owner, see if approved
5	Get approval for design and begin development	Follow the schedule and get to work

Milestone 3 - Sizing/Estimation

Tasks	#7	Work Hours	Points	#8	Work Hours	Points
1	Research latest web technologies	12-16 Hours 1-2 Days	5 points Assuming i'm already a developer i should know some stuff so this part shouldnt be a big problem	Create a rough outline of a schedule, ensure there is plenty time to get tasks done	1-2 Hours 1 Day	2 points This draft does not need to be pretty and is just a baseline for the rest of the task
2	Decide if I want to build a back-end or use another companies	12 Hours 1-2 Days	7 points This task will require more research and may be a little complex	Gauge how long each task should take and will take	2-3 Hours 1 Day	2 points This will only take 2 points because it is really just me judging

			depending on if I as a developer know which programs to use			my ability to get certain tasks done in a certain amount of time
3	Sketch back-end systems, databases and sketch front-end	24-36 Hours 3-4 Days	3 points This task isn't going to be too difficult as it is just a sketch	Final draft of the schedule	2-3 Hours 1 Day	4 points This is the final draft before submitting to the owner, making sure it is correct and presentable
4	Begin development of sketches/ make prototype	24-36 Hours 4-5 Days	7 points This part is going to be a bit more complex as I'm creating a prototype of the UI	Submit schedule to owner, see if approved	1 Hour 1 Day	2 point Submitting the schedule shouldn't be too much trouble and will not require many points
5	Get approval for design and begin development	40-50 Hours 1 Week	10 points This is going to be the most complex part as I'll be creating the product and have to make sure everything works	Follow the schedule and get to work	Complete	1 point Basically just follow the schedule to complete the project