Team creation tool Sprint Planning Notes
Team: B1-3

Sprint: 1
Date: 12 September 2022

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Scrum Master: Jingkai Zhang
Product Owner: Van Pham
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1. Goal

The aim for this sprint is to create a first shippable product increment that include file upload and teams' creation base on basic constraints provide by product owner.

2. Duration of the sprint

2 weeks

3. What is the team's vision for this sprint?

The following features will be implemented as the basic functionality on team creation:

1. Upload CSV file. (PBI 1)
2. Upload XLSX file. (PBI 2)
3. Limit the number of people in each group to at least 5. (PBI 3)
4. Limit the number of people in each group to a maximum of 7. (PBI 4)
5. Create teams based on workshop. (PBI 5)
6. Limit the number of teams in a workshop to no more than 5. (PBI 6)

Completing these features allows the program to provide basic file uploads and team creation, which are required by the Product Owner.

4. Estimation in story points

PBI 1: *As a user, I want to upload a csv file, so that I can start to make teams.*

3 story points – we will need to implement the front-end upload buttons, back-end code, and error handling wrt AC. The most complicated part maybe the data preparation and error checking. This can take a lot of time.

PBI 2: *As a user, I want to upload a xlsx file, so that I can sort the data in xlsx file.*
2 story points – we will need to add support for the XLSX format to the file selector and file reading logic. The most complicated part of this was finding a library that would allow us to parse the XLSX files, since the programming language we chose (Java) did not provide this functionality.

PBI 3: *As a user, I want to create a team of minimum 5 people, so that I can make the team size even*
3 story points – this will be easy to implement, we can look for all possible combinations when creating a team and exclude combinations with less than 5 people. Other than that, we just need to make sure that the final combinations is not empty.

PBI 4: *As a user, I want to create a team of maximum 7 people, so that I can make the team size even.*
2 story points – this should not take too much time as we can reusing the function for PBI 3.

PBI 5: *As a user, I want to create teams according to their workshop class, so that they can collaborate during class.*
5 story points – We expect this to be somewhat hard to implement, we need to find most or the combinations and try them all. And we also need to make sure this should not slow down the program.

PBI 6: *As a user, I want to limit the number of teams in a workshop to be 5, so that I have enough time to provide detailed feedback to all teams.*
2 story points – We will need to implement the back-end code only, checking the number of teams created in a workshop. This should be covered in a single method.