

SCRUM CYCLE PLAN

TOTAL Sprint Cycles planned : 5

1. Project planning and setup
2. UI and UX
3. The core system
4. Testing and refining
5. Release phase

SPRINT 1 : (2 weeks)

(NOV 1 : NOV 16)

- Define project goals : what the app should achieve
- Assemble the team : divide roles : SCRUM MASTER, PRODUCT OWNER, DEV TEAM
- Setup tools and environment : git project board, trello, drive, thinkable
- Create SRS, UML, User Stories, SCRUM PLAN

SPRINT 2 : (2 Weeks)

(NOV 17 : NOV 30)

- Building UI wireframes
- Designing a logo
- Allocating a proper color palette
- Consistent UI components

SPRINT 3 : (2 weeks)

(DEC 1 : DEC 21)

- The loading screen
- Enter name screen
- Quiz screen
- MCQ generation
- Score calculation
- Leaderboard
- Result screen
- Modes
- Hint system

SPRINT 4 : (1.5 weeks)

(DEC 22 : DEC 28)

- Performing unit testing
- Automated testing components

SPRINT 5 : (0.5 Weeks)

(DEC 29 : DEC 31)

- Release an fully functional APK
- Release all the SCRUM artifacts
- Make Opensource
- Release the website

What went well

What didn't go well

What could be improved

How to increase product quality

How to adapt their definition of "done"