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| **SPRINT PLANNING NOTES** | |
| **Team** | Wednesday - 6.30pm - Group 1 |
| **Date** | 29/7/20 |
| **Attended** | **Scrum Master:**  Daniel  **Product Owner:**  Ujj  **Dev team:**  Luke  Rafael  Shiou |
| **GOAL** | |
| ***What is the aim that you are trying to achieve by running this sprint?*** | |
| The main goal of this sprint is to design and develop the foundation of the software as well as the authentication system. | |
| **VISION** | |
| ***Which items of the product backlog will be committed to the sprint backlog and why?*** | |
| We have selected the following Product backlog items for our Sprint backlog   * Produce wireframes for the web application * Produce a Login API endpoint * Produce a Login UI * Produce a Registration API Endpoint * Produce a Registration page UI * Write as many user stories as we can for subsequent sprints   Our product owner had said that we should be able to provide an authentication system for our application. This then became our goal meaning that the user stories we selected would need to drive us towards the goal.  Wireframes are necessary for consistent aesthetic design of the system and providing a high level overview of the application as a whole.  We also believed that creating additional user stories were important so that we could generate items to be used in our next sprint and so on.  As we are developing a RESTful application, it was necessary to develop two endpoints, one for login and one for registration.  The authentication UI screens are necessary to provide users with an interface to interact with the application. | |
| ***What will the potentially shippable product look like in the end? What features will it have in its working form?*** | |
| We expect that the application will only provide authentication of users to a dummy dashboard. This includes the ability to register/sign up to the application as well as login and log out of the system. | |
| **ESTIMATION** | |
| ***Team to estimate story points for each of the items. Provide some sort of justification.*** | |
| Our first decision was to determine at what point we could say an item is done. We decided that an item was done once all acceptance criteria is done, it passes uniting testing and it has been pushed and reviewed in Github.  In addition, as none of us have experience working with Springboot or React, so a considerable amount of time would be spent trying to read docs, tutorials and other materials.  For example, building a users API would take roughly an hour that could complete simple CRUD operations. However, the learning required to do this would take at least 2 hours. In addition, tests would need to be developed for each operation which would take another hour or two. | |