Project Sprint Planning Notes

Team: WED-16:30-6

Sprint: 4

Date: 07/10/2020

Attended:

Scrum Master: Midori Verdouw

Product Owner: Jason Song

Development team: Julian Tjiong

1. Goal

The goal for this sprint is to implement user stories 2, 3, and 4 in particular. All of these are required for making bookings, and so they are the highest priority for the upcoming release (i.e., milestone 3). We are also wanting to complete functionality related to login and logout, namely, user stories 6, 9, 12 and 18. The changes to be made in the code may require further changes in the implementations of previously completed functionality, which must continue to work correctly.

1. Duration of the sprint

1.5 weeks

1. What is the team’s vision for this sprint?

Since this is the final Sprint before Milestone 3, our aim naturally becomes to complete as many user stories as possible; however, since the allowed time is limited less than 2 weeks and the functional requirement of highest priority (i.e., making bookings/user stories 2 to 4) has not yet completed over the last Sprint, the first task to be done must be it.

In addition, due to the delay in the implementation since the last Sprint, a few other tasks of medium to high priority have moved into this Sprint backlog, which deals with users logging in, workers editing work schedule, and showing the list of businesses on the Home page. In particular, the logging in functionality is preferred to be completed for the demonstration purpose; to demonstrate the customer making a booking, it is preferred to also demonstrate the customer is able to login, which is a prerequisite for the booking feature.

1. Estimation in story points

The story point estimation is in size S(small) / M(medium).

Out of our 9 user stories in the Sprint 4 backlog, 5 of them are S and 4 of them are M. This backlog is ambitious considering the 1.5 weeks of time and the implementation speed of previous Sprints, however, it may still be possible to accomplish all of these depending on the circumstances of development team.