

Rollen		
ProductOwner:	Carsten Müller	
DevelopmentTeam:	9500721	
Scrum Master:	9495107	
Product Backlog		
Number	Item	Priority
3	As an operator or driver of the firetruck I want different methods to fight against fires, while the vehicle is on an emergency ride	55
8	As a driver of the firetruck I want to control the speed and steering of the vehicle, while it is on a control or an emergency ride	34
1	As an employee of the firebase I want access to the tanks of the fire truck, to refill them, while the vehicle is in parkmode	21
4	As an operator of the firetruck I want to activate self protection to protect the vehicle while the vehicle is on an emergency ride	13
7	As an operator of the firetruck I want to control the roof water cannon with a joystick while the vehicle is on an emergency ride.	8
9	As a driver of the firetruck I want to control the front water cannon with a joystick while the vehicle is on an emergency ride	5
2	As an employee of the firebase I want access to the service units of the firetruck, to maintain and repair the vehicle, while it is in parkmode.	3
6	As an operator of the firetruck I want to control all lights with several switches	2
5	As an operator of the firetruck I want to control the water/foam relation for the roof water cannon and the front water cannon to get the right mix for the current emergency.	1

SprintBacklog			
Sprint #1			
From:	To:	Days	
10.10.2021	16.10.2021	7	
Developer	Max time (in hours)	Drag Factor (in %)	Effective time
9500721	10	50	5
9495107	10	50	5
Total time:			10
Item			Estimated time (in h)
Model diagrams and processes for firefighting			2
Design water cannons and tanks in class diagrams			1,5
Implement base of FLF			2,5
Model diagrams and processes for driving			2
Design speed and steering controls in class diagrams			2
Total time:			10
Sprint #2			
From:	To:	Days	
17.10.2021	22.10.2021	7	
Developer	Max time (in hours)	Drag Factor (in %)	Effective time
9500721	10	40	6
9495107	10	30	7
Total time:			13
Item			Estimated time (in h)
Implement firefighting			3
Model diagrams and processes for driving			1,5
Design speed and steering controls in class diagrams			1,5
Implemen driving			3
Model diagrams and processes for refilling the vehicle			2
Design interfaces for refilling in class diagrams			2
Total time:			13
Sprint #3			
From:	To:	Days	
24.10.2021	30.10.2021	7	
Developer	Max time (in hours)	Drag Factor (in %)	Effective time

9500721	10	10	9
9495107	10	15	8,5
Total time:			17,5
Item			Estimated time (in h)
Implement speed and steering			3
Model diagrams and processes for self protection			2
Design self protection controls in class diagrams			1,5
Implement self protection			2
Model diagrams and processes for roof and front water cannon			2
Design roof and front water cannon controls in class diagrams			1,5
Implement roof and front water cannon and controls			3
Model diagrams and processes for the vehicle service units			1,5
Design interfaces for the service units in class diagrams			1
Total time:			17,5
Sprint #4			
From:	To:	Days	
31.10.2021	4.11.2021	5	
Developer	Max time (in hours)	Drag Factor (in %)	Effective time
9500721	7	15	5,95
9495107	7	15	5,95
Total time:			11,9
Item			Estimated time (in h)
Implement service units			2
Model diagrams and processes for all lights			1,5
Design lights and light controls in class diagrams			1
Implement lights and controls			2,5
Model diagrams and processes for water/foam mix			1,5
Design controls for water/foam mixing in class diagrams			1
Implement water/foam mixing			2,5
Total time:			12
Sprint #4			
From:	To:	Days	
5.11.2021	11.11.2021	7	
Developer	Max time (in hours)	Drag Factor (in %)	Effective time
9500721	10	30	7
9495107	10	30	7
Total time:			14
Item			Estimated time (in h)
Quality testing and bugfixing			6,5

Customer acceptance	3
Build	3
Deploy	1,5
Total time:	14