

A3.4 Planning and estimation phase: Artifacts

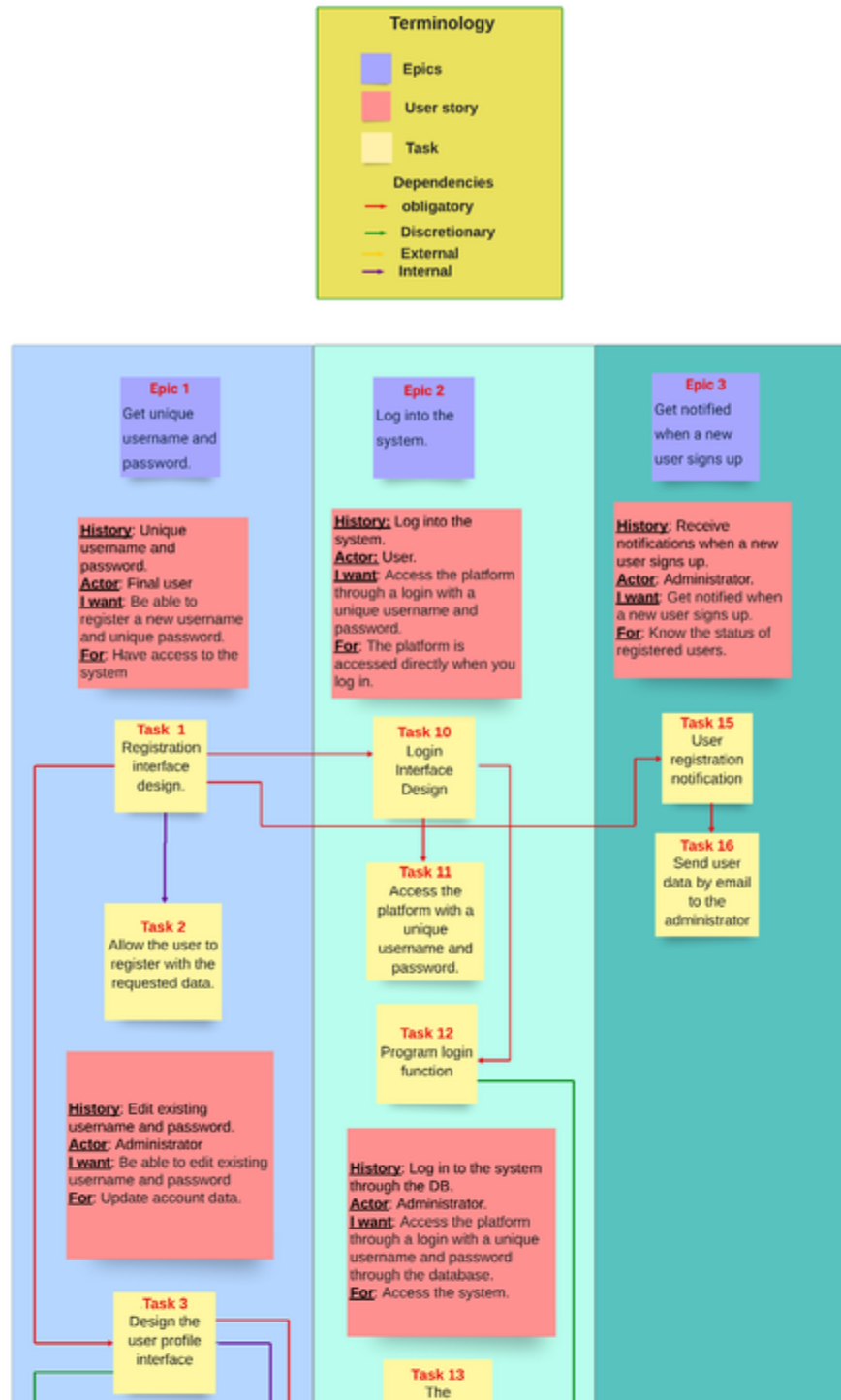
Introduction

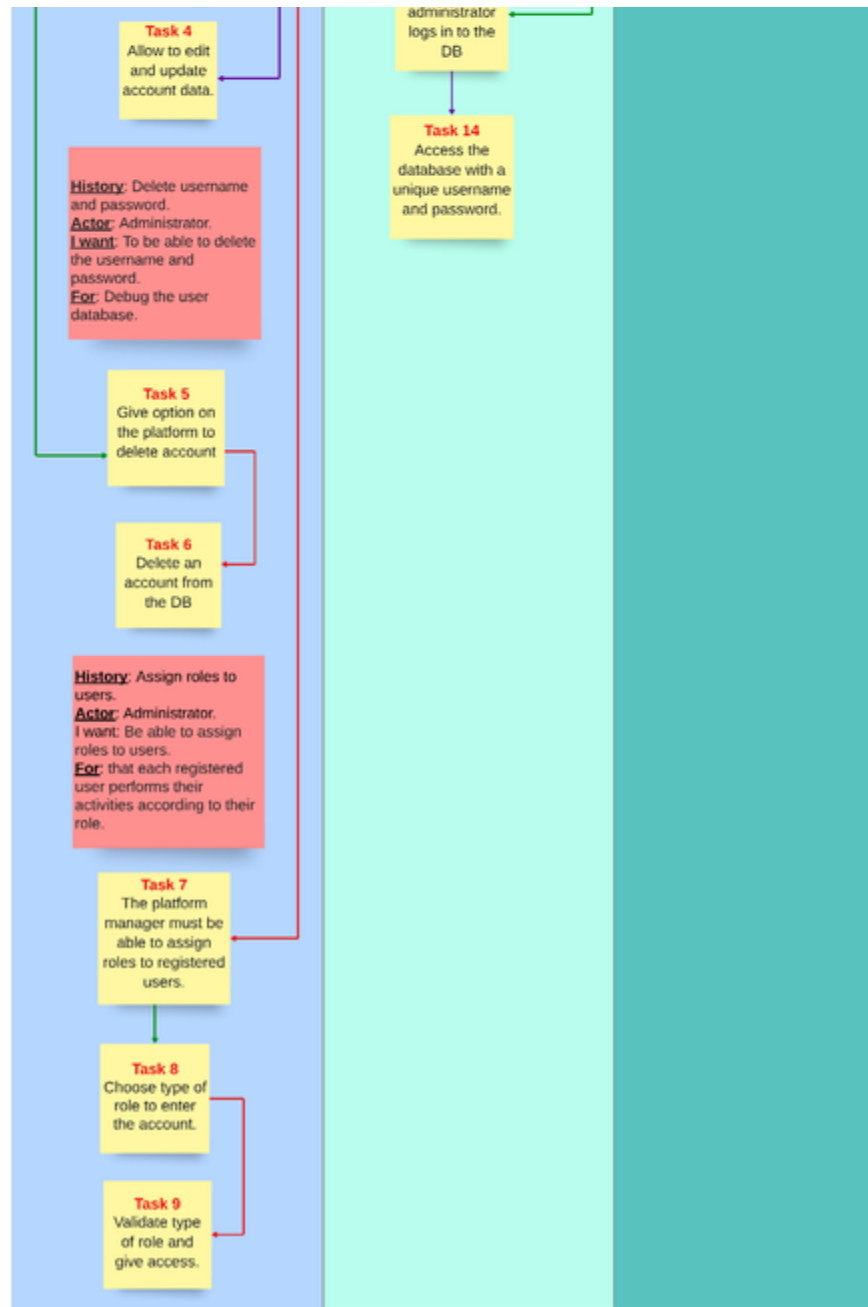
A3.4 Learning activity

Project documentation using the Scrum framework for the planning and estimation phase.

Developing

Tasks for each user story and dependencies

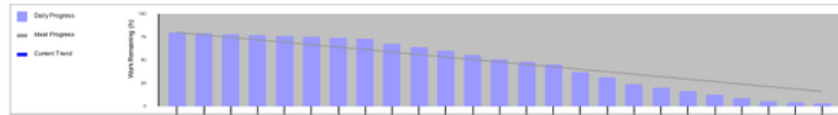




Sprint backlog with tasks estimated in hours and Burn down chart of the sprint

Project's name:	Certificate
Project Owner:	Garza Aguilar Sergio Alberto
Project manager:	Hernandez Fernandez Diana

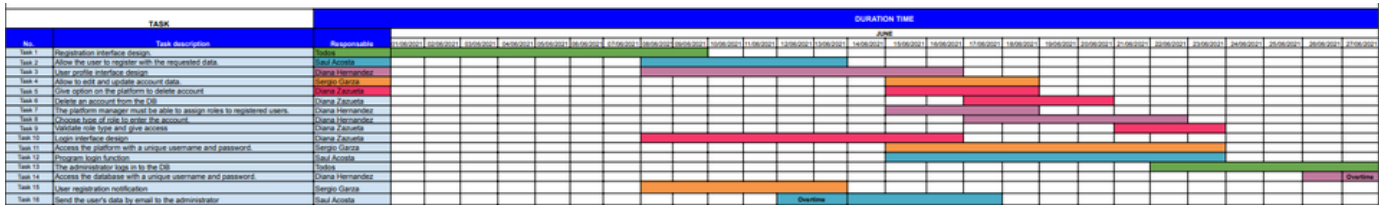
Sprint 1 Backlog



Sprint duration: 30			Effort																												
Trend calculated in the last: 30																															
Homework ID	Homework	History ID	Days Responsible	Totals State	80	80	79	78	77	76	75	74	73	68	64	60	56	51	48	45	37	31	24	20	16	13	9	5	4	3	2
					Est.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
1.1 Tarea1		HU1-1	Todos	To do done	8	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1.2 Tarea2		HU1-2	Saul Acosta	To do done	5	5	5	5	5	5	5	5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1.3 Tarea3		HU1-3	Diana Hernandez	To do done	8	8	8	8	8	8	8	8	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0
1.4 Tarea4		HU1-4	Sergio Garza	To do done	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	1	0	0	0	0	0	0	0	0	0
1.5 Tarea5		HU1-5	Diana Zazueta	To do done	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	1	0	0	0	0	0	0	0	0	0
1.6 Tarea6		HU1-6	Diana Zazueta	To do done	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	1	0	0	0	0	0	0	0
1.7 Tarea7		HU1-7	Diana Hernandez	To do done	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	1	0	0	0	0	0	0	0	0	0
1.8 Tarea8		HU1-8	Diana Hernandez	To do done	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	3	2	1	0	0	0	0	0
1.9 Tarea9		HU1-9	Diana Zazueta	To do done	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	0	0	0	0
2.1 Tarea10		HU2-1	Diana Zazueta	To do done	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	7	6	5	4	3	2	1	0	0	0
2.2 Tarea11		HU2-2	Sergio Garza	To do done	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	7	6	5	4	3	2	1	0	0	0
2.3 Tarea12		HU2-3	Saul Acosta	To do done	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	7	6	5	4	3	2	1	0	0	0
3.1 Tarea13		HU3-1	Todos	To do done	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	3	2	1
3.2 Tarea14		HU3-2	Diana Hernandez	To do done	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
3.3 Tarea15		HU3-3	Sergio Garza	To do done	5	5	5	5	5	5	5	5	5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0
3.4 Tarea16		HU3-4	Saul Acosta	To do done	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	3	2	1	0	0	0	0	0	0	0	0	0

Saul Acosta	Hours worked =	31	Overtime =	2
Sergio Garza	Hours worked =	29	Overtime =	0
Diana Hernandez	Hours worked =	30	Overtime =	1
Diana Zazueta	Hours worked =	29	Overtime =	0

Gantt diagram



2. Visual and graphical tools within the sprint planning meeting.

lucid.app/lucidspark/82eb59ab-f836-48cb-925a-3435eca15002/edit?beaconFlowId=0B3E9EA5A1F4622D#

Aplicaciones Gmail YouTube Maps Traducir Play Kahoot! - Enter... Meet - drg-hmmn... Unidad II Medios d... Meet - jni-oruz-oiv Meet - byn-rdaa-sma Lista de lectura

Tareas

Terminology

- Epics
- User story
- Task

Epica 1: Get unique username and password.

Epica 2: Log into the system.

Epica 3: Get notified when a new user signs up.

Unique username and password.

Log into the system.

Receive notifications when a new user signs up.

Task 1: Registration interface.

Task 10: Login interface.

Task 13: User registration notification.

16%



Backlog del Sprint

Archivo Editar Ver Insertar Formato Datos Herramientas Complementos Ayuda Última modificac...



Compartir

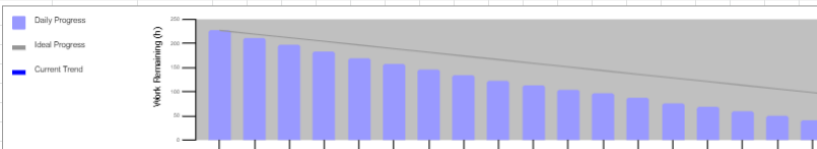


022 - fx 13

	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y
1																							
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21																							

Project's name:	Certificate
Project Owner:	Garza Aguilar Sergio Alberto
Project manager:	Hernandez Fernandez Diana

Sprint 1 Backlog



Sprint duration:	30	Days	Totals	Effort	227	227	211	197	183	170	157	145	135	123	114	105	96	87	77	68	59	50	41
Trend calculated in the last:	30	Days	Totals	Est	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

Plantilla Sprint Sprint 1 Diagrama de gantt Explorar

¡Bienvenido a Kanban Tool!

help tools

Search by title, tags, or card name

My Work

To be done	In Progress	completed
<div> <div>+</div> <div>Epic 1 Get unique username and password.</div> <div>History: Unique username and password. Actor: Final user I want: Be able to register a new username and unique password. For: Have access to the system</div> <div>Task 1 Registration interface design.</div> <div>Task 2 Allow the user to register with the requested data.</div> <div>History: Edit existing username and password. Actor: Administrator I want: Be able to edit existing username and password</div> </div>		

History: Log into the system. Actor: User. I want: Access the platform through a login with a unique username and password. For: The platform is accessed directly when you log in.
19 min

History: Edit existing username and password. Actor: Administrator I want: Be able to edit existing username and password. For: Update account data.
5 sec

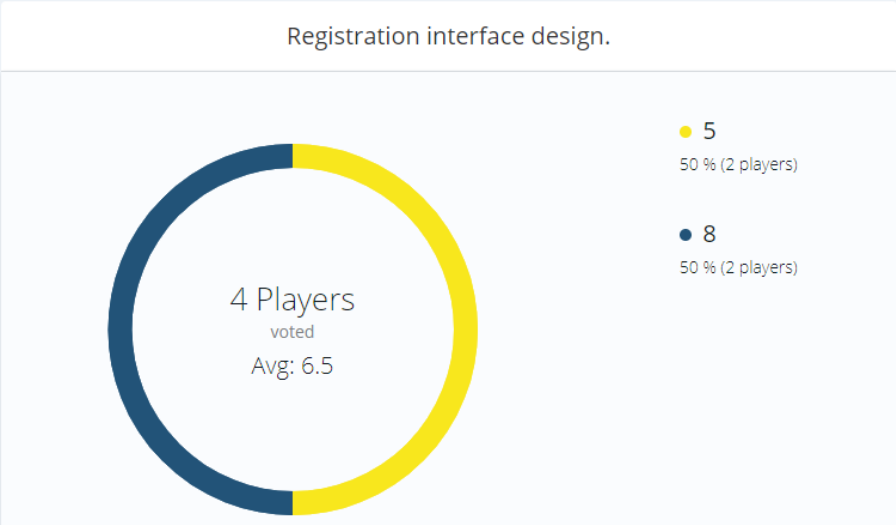
Epic 2 Log into the system

calendar

Postponed tasks

There are no postponed tasks. To postpone the task, right-click and select "Postpone To".

Estimate

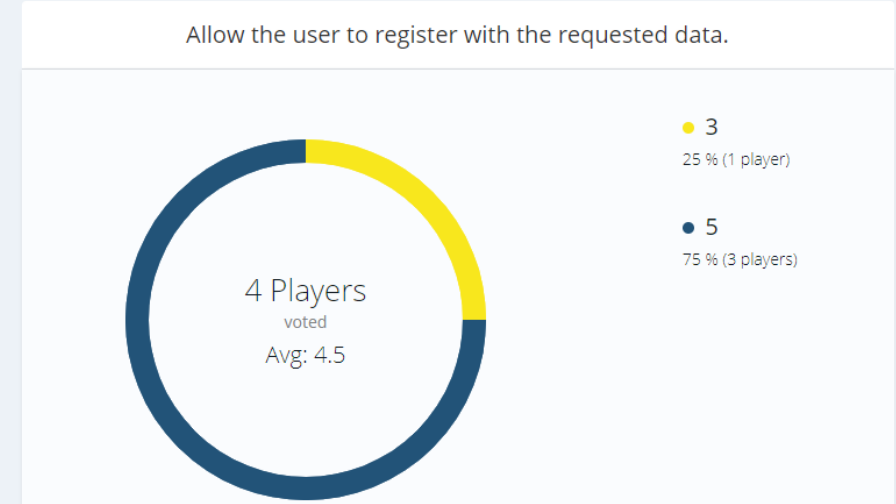


Story voting completed

Players: 00:27:12

Zazueta Lopez D...	00:26:54	8
Saul Eduardo	00:27:00	5
Sergio	00:27:05	8
diana.hernandez...	00:27:06	5

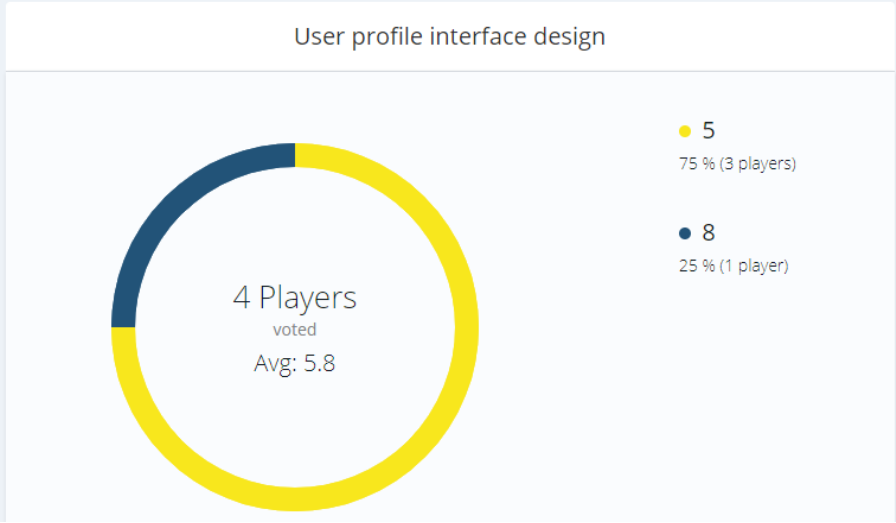
Estimate



Story voting completed

Players: 00:27:59

Zazueta Lopez D...	00:27:29	5
Saul Eduardo	00:27:35	5
Sergio	00:27:41	3
diana.hernandez...	00:27:56	5



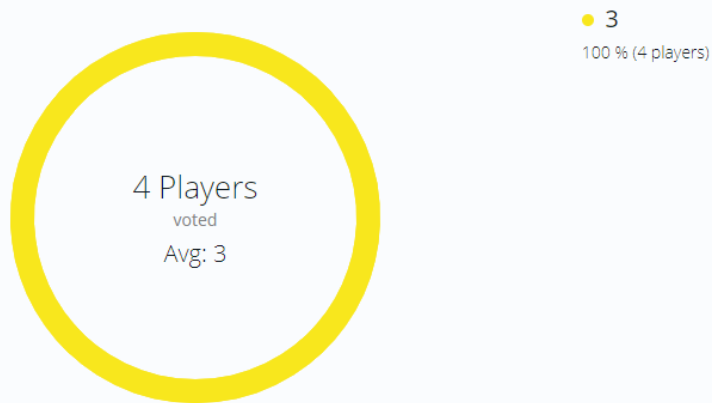
Story voting completed

Players: 00:28:19

Zazueta Lopez D...	00:28:09	5
Saul Eduardo	00:28:14	8
Sergio	00:28:08	5
diana.hernandez...	00:28:17	5





Estimate

Allow to edit and update account data.



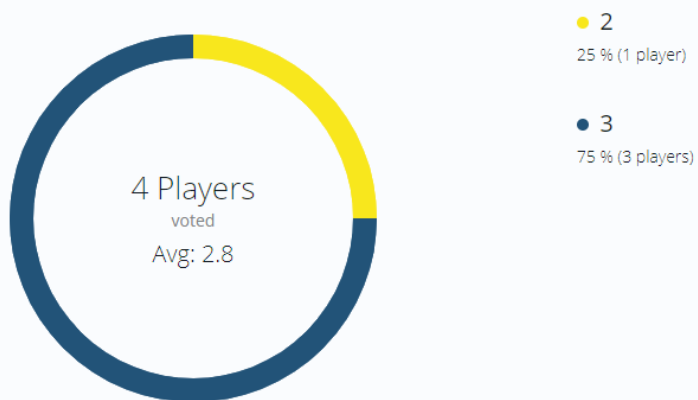
Story voting completed

Players: ⌚ 00:29:44

	Zazueta Lopez D... ✓ 00:28:39	3
	Saul Eduardo ✓ 00:28:44	3
	Sergio ✓ 00:28:35	3
	diana.hernandez... ✓ 00:29:37	3





Estimate

Give option on the platform to delete account



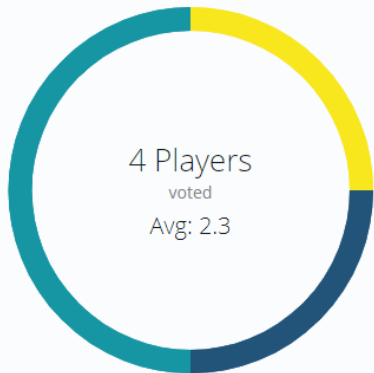
Story voting completed

Players: ⌚ 00:30:33

	Zazueta Lopez D... ✓ 00:29:57	3
	Saul Eduardo ✓ 00:30:16	2
	Sergio ✓ 00:30:31	3
	diana.hernandez ✓ 00:30:14	3

Estimate





Delete an account from the DB



- 1
50 % (2 players)
- 2
25 % (1 player)
- 3
50 % (2 players)

Story voting completed

Players: ⌚ 03:10:34

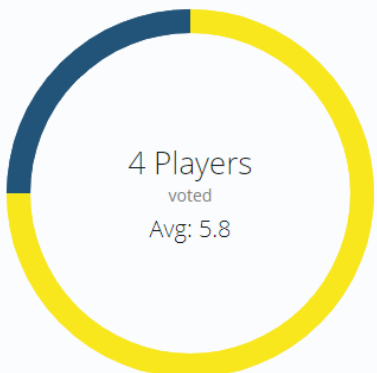
	Zazueta Lopez D... ✓ 03:10:19	1
	HERNANDEZ FERNA... ✓ 03:10:18	3
	Sergio ✓ 03:10:18	3
	saul eduardo ✓ 03:10:23	2

Clear Votes

Next Story

Estimate





The platform manager must be able to assign roles to registered users.



- 5
75 % (3 players)
- 8
25 % (1 player)

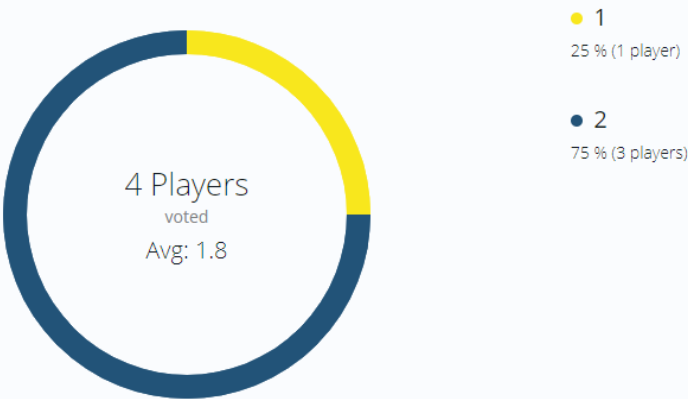
Story voting completed

Players: ⌚ 00:31:23

	Zazueta Lopez D... ✓ 00:30:52	5
	Saul Eduardo ✓ 00:31:07	8
	Sergio ✓ 00:30:45	5
	diana.hernandez ✓ 00:31:21	5





Estimate

Choose type of role to enter the account.



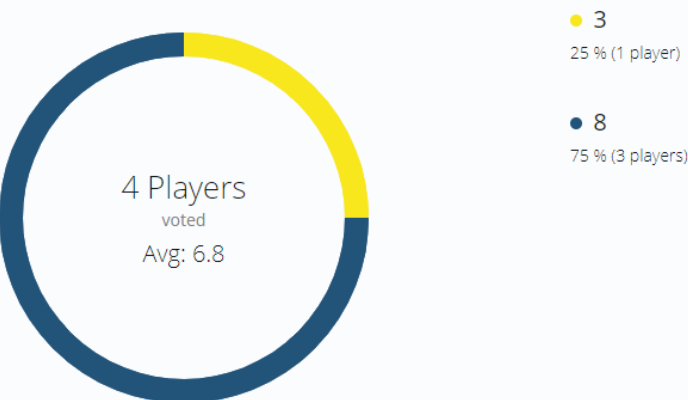
Story voting completed

Players: 00:32:06

	Zazueta Lopez D... 00:31:31	✓	1
	Saul Eduardo 00:31:44	✓	2
	Sergio 00:31:36	✓	2
	diana.hernandez 00:32:03	✓	2





Estimate

Validate role type and give access



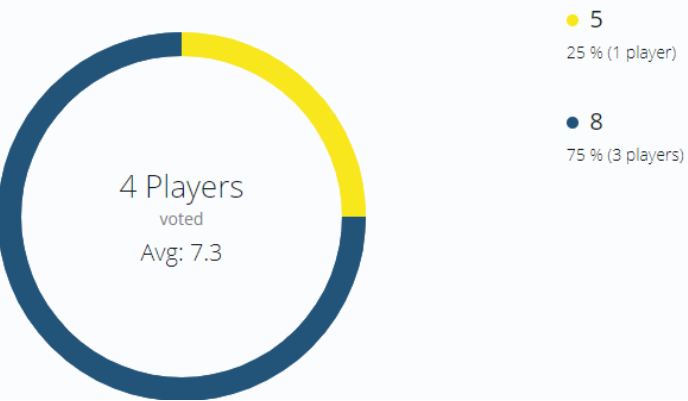
Story voting completed

Players: 00:03:28

	Zazueta Lopez D... 00:02:18	✓	8
	HERNANDEZ FERNA... 00:02:11	✓	8
	Sergio 00:03:18	✓	3
	saul eduardo 00:02:23	✓	8





Estimate

Login interface design

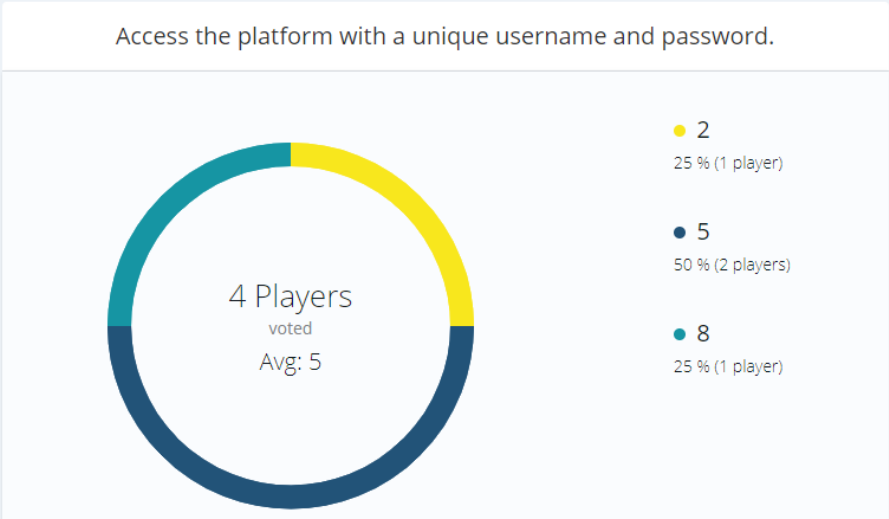


Story voting completed

Players: 00:32:35

	Zazueta Lopez D... 00:32:08	✓	8
	Saul Eduardo 00:32:32	✓	5
	Sergio 00:32:26	✓	8
	diana.hernandez 00:32:25	✓	8

Estimate

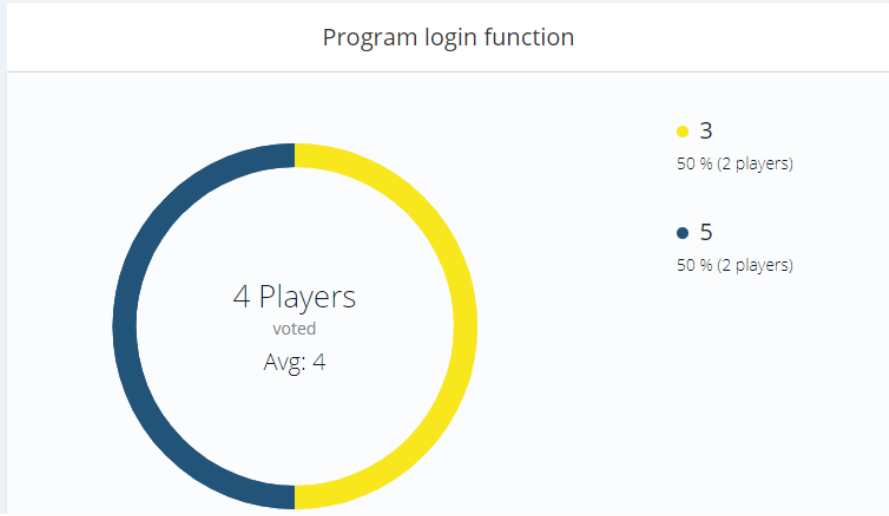


Story voting completed

Players: 00:33:15

Zazueta Lopez D...	00:32:47	5
Saul Eduardo	00:32:56	8
Sergio	00:32:48	2
diana.hernandez	00:32:52	5

Estimate

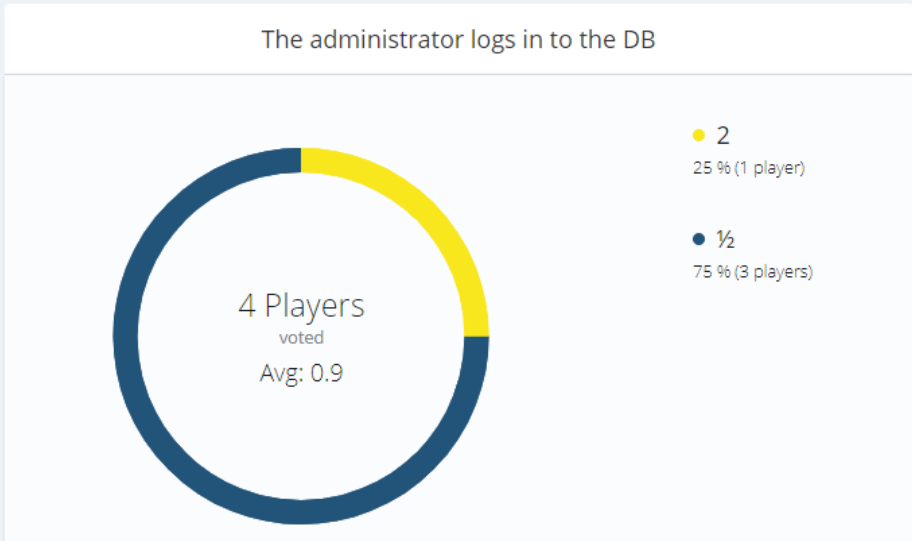


Story voting completed

Players: 00:33:48

Zazueta Lopez D...	00:33:23	3
Saul Eduardo	00:33:34	5
Sergio	00:33:34	5
diana.hernandez	00:33:46	3

Estimate

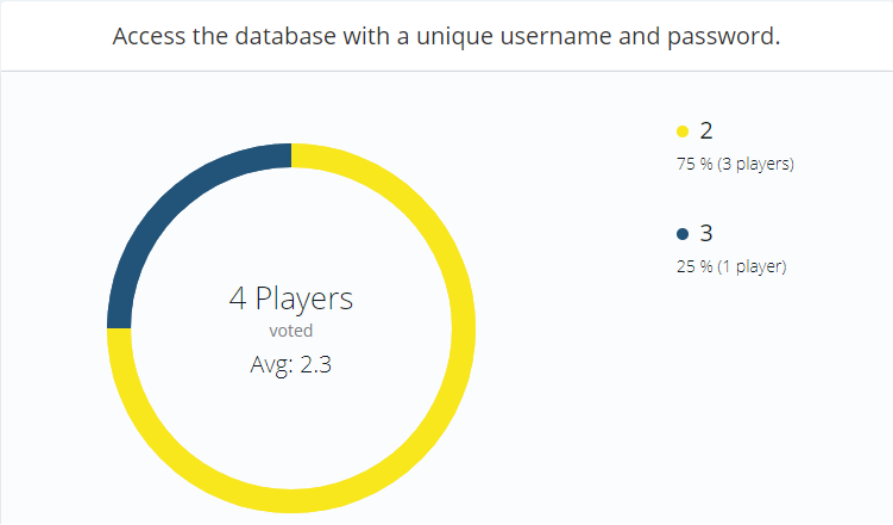


Story voting completed

Players: 00:05:28

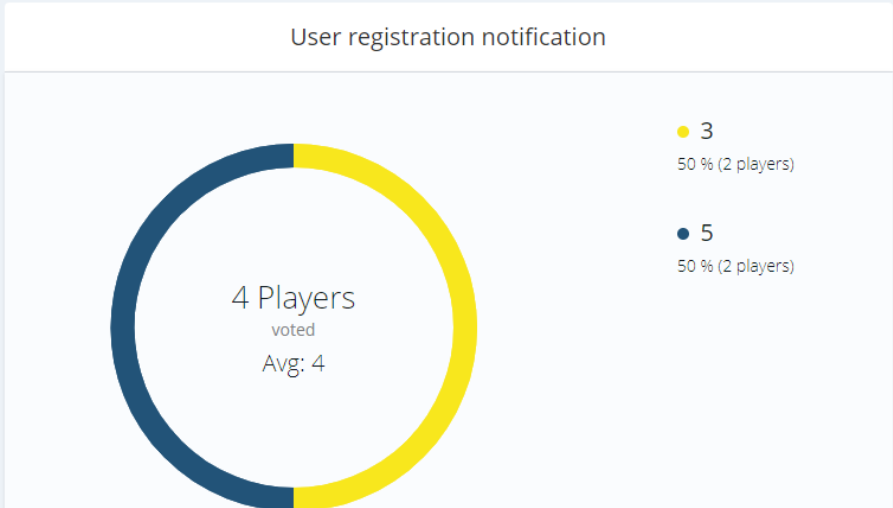
Zazueta Lopez D...	00:05:19	1/2
HERNANDEZ FERNA...	00:05:26	2
saul eduardo	00:05:22	1/2
Sergio	00:05:25	1/2

Estimate



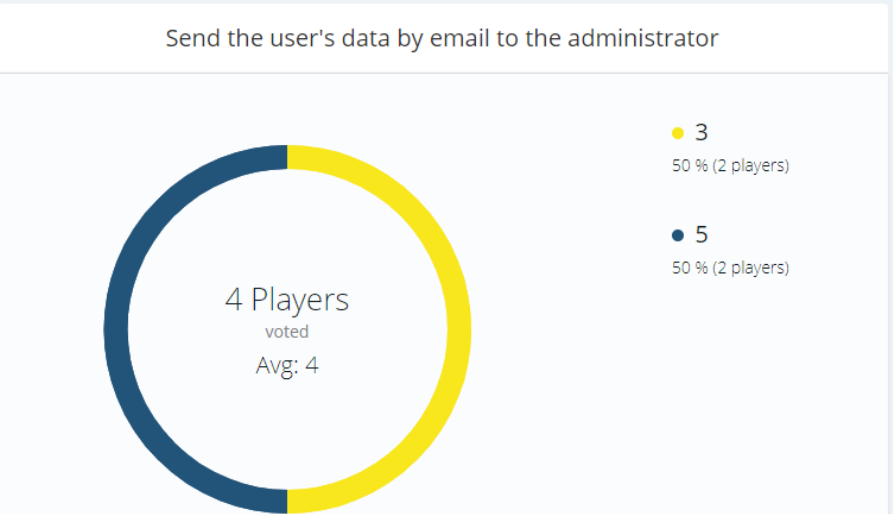
Story voting completed			
Players:		⌚ 00:34:18	
	Zazueta Lopez D... 00:34:08	✓	2
	Saul Eduardo 00:34:07	✓	2
	Sergio 00:33:58	✓	3
	diana.hernandez 00:34:15	✓	2

Estimate



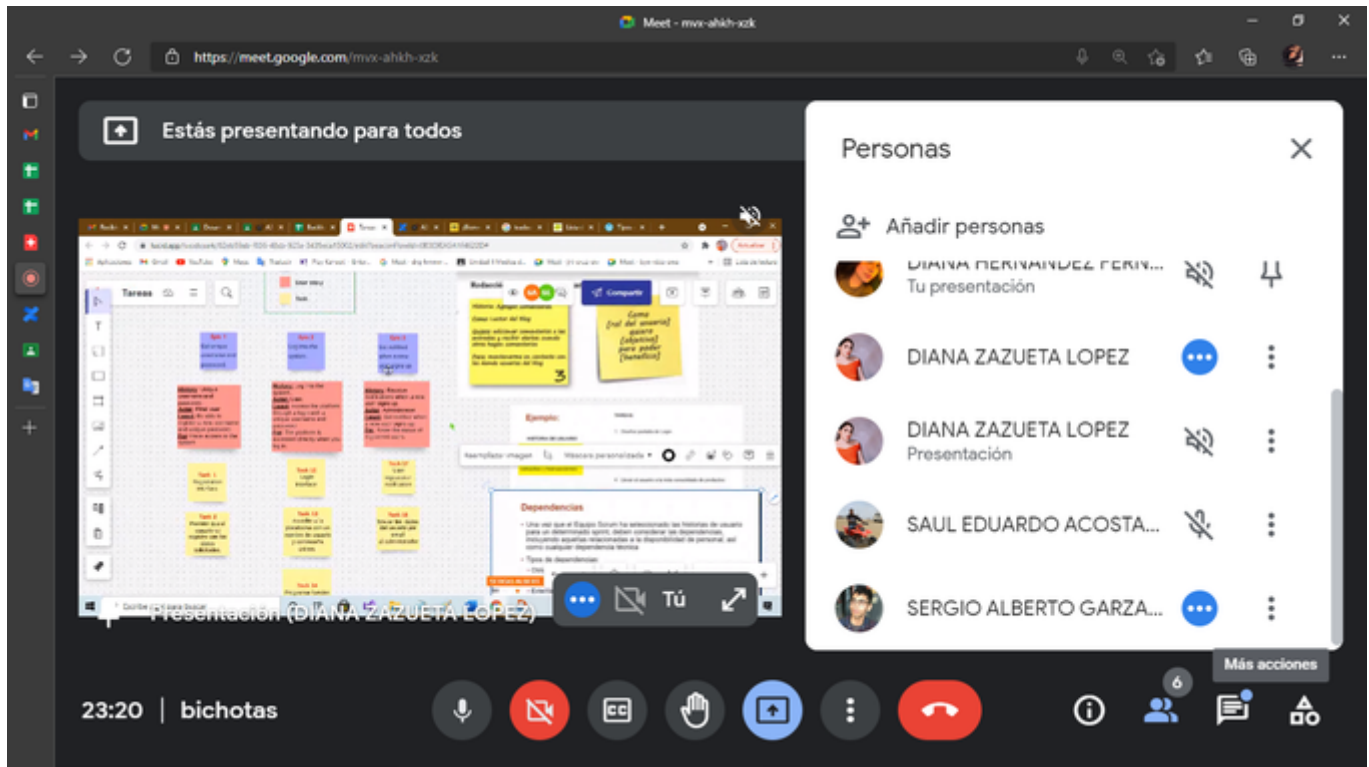
Story voting completed			
Players:		⌚ 00:34:32	
	Zazueta Lopez D... 00:34:20	✓	5
	Saul Eduardo 00:34:29	✓	3
	Sergio 00:34:25	✓	3
	diana.hernandez 00:34:28	✓	5

Estimate



Story voting completed			
Players:		⌚ 00:35:12	
	Zazueta Lopez D... 00:34:41	✓	5
	Saul Eduardo 00:34:49	✓	3
	Sergio 00:35:10	✓	3
	diana.hernandez 00:35:07	✓	5

3. Evidence that shows that we meet to develop the team activity.



Name	Conclusion
Acosta Noriega Saúl Eduardo	This task consists mainly of carrying out the sprint of our project, in which we create the user stories in the same way, we estimate the time in hours, which is the time it will take to complete them, which was done with a web page for greater precision.
Garza Aguilar Sergio Alberto	In this phase of the methodology we have been able to take the previously established tasks to manage our first spring, by doing this we were able to formally establish the times that will be followed during the execution process of each task, in the long term graph the ideal way in which it should behave development. In this case, there are tasks that are monitored and dependencies have been connected giving priority as well as knowing what tasks need to be completed to move forward. As a result we have specified diagrams of each task, times, personnel in charge of each one, a list to start and review with scheduled meetings.
Diana Hernandez Fernandez	In the planning and estimation phase: Artifacts, the tasks were identified to be able to estimate them according to our case study "courses and certifications" through an online platform. In the same way, we meet at the meeting to give our points of view and observations on the epics. From the first spring that was used to perform this activity, it is where the tasks that were used were taken, likewise in a sprint backlog the time of the work that is planned to be done during the sprint where the work was performed was measured. Visible done by each member of the development team.
Zazueta Lopez Diana	To finalize the Scrum framework, I do not help in our project of courses and certifications to estimate and plan since it is essential when facing projects where the product needs a significant degree of creativity and / or innovation.

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