

**Project Name:**

An Employee Requests Installation of Licensed Software through the Service Catalog

**Planning Logic:**

A **Sprint** fixed period or duration in which a team works to complete a set of tasks

An **Epic** is a **big task or project** that is too large to complete in one sprint. It is broken down into **smaller tasks (stories)** that can be completed over multiple sprints.

A **Story** is a small task . It is part of an **Epic**.

A **Story Point** is a number that represents how much effort a story takes to complete.  
(usually in form of Fibonacci series)

- 1- Very Easy task
- 2- Normal task
- 3- Moderate task
- 5- Difficult task

**Sprint 1 – Data Architecture (Epic 1)**

- Identify and use core tables (sc\_request, sc\_req\_item, sc\_task) (USN-1): 3
- Map catalog variables to Requested Item and Task fields (USN-2): 3
- Define relationships between REQ → RITM → SCTASK (USN-3): 2 **Total Story Points in Sprint 1 = 3 + 3 + 2 = 8**

**Sprint 2 – Business Rules (Epic 2)**

- Create Business Rules for license checks and status updates (USN-4): 5
- Configure rules to auto-assign tasks to Software Support group (USN-5): 3 **Total Story Points in Sprint 2 = 5 + 3 = 8**

**Sprint 3 – Automation Logic (Epic 3)**

- Create a Workflow for the catalog item (USN-6): 5
- Design approval steps (Manager → Compliance if needed) (USN-7): 5
- Add task creation and notification activities (USN-8): 3
- Attach the workflow to the catalog item and publish (USN-9): 2 **Total Story Points in Sprint 3 = 5 + 5 + 3 + 2 = 15**

### **Sprint 4 – Update Sets & Deployment (Epic 4)**

- Capture all configurations in an Update Set (USN-10): **3 Total Story Points in Sprint 4 = 3**

**Total Story Points Across All Sprints** Sprint 1 = 8 Sprint 2 = 8 Sprint 3 = 15 Sprint 4 = 3 **Grand Total = 34**

**Velocity** = Total Story Points Completed / Number of Sprints =  $34 / 4 = 8.5$  **Story Points per Sprint**