

# Mathematical Optimization Model for a Scrum-Based Software Development Company

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# 1 Sets (Entities)

The following sets represent the core entities of the domain model.

- $P$ : Set of all Projects ( $E_0$ )
- $T$ : Set of all Teams ( $E_1$ )
- $W$ : Set of all Workers ( $E_2$ )
- $F$ : Set of all Features ( $E_3$ )
- $S$ : Set of all Skills ( $E_4$ )
- $R$ : Set of all Roles ( $E_5$ )
- $PO$ : Set of all Product Owners ( $E_6$ )
- $SM$ : Set of all Scrum Masters ( $E_7$ )
- $PB$ : Set of all Product Backlogs ( $E_8$ )
- $SP$ : Set of all Sprints ( $E_9$ )
- $US$ : Set of all User Stories ( $E_{17}$ )
- $TSK$ : Set of all Tasks ( $E_{18}$ )
- $BL$ : Set of all Blockers ( $E_{20}$ )
- $SH$ : Set of all Stakeholders ( $E_{21}$ )
- $VEL$ : Set of all Velocities ( $E_{22}$ )
- $SRE$ : Set of all Sprint Retrospectives ( $E_{13}$ )
- $E$ : Set of all Epics ( $E_{16}$ )
- $SBL$ : Set of all Sprint Backlogs ( $E_{14}$ )
- $REP$ : Set of all Release Plans ( $E_{23}$ )
- ... (and so on for all other entities)

# 2 Indices

Indices are used to refer to specific instances within the sets defined above.

- $p \in P$ : index for a project
- $t \in T$ : index for a team
- $w \in W$ : index for a worker
- $f \in F$ : index for a feature
- $s \in S$ : index for a skill
- $r \in R$ : index for a role
- $po \in PO$ : index for a product owner

- $sm \in SM$ : index for a scrum master
- $sp \in SP$ : index for a sprint
- $us \in US$ : index for a user story
- $tsk \in TSK$ : index for a task
- ... (and so on for all other indices)

### 3 Goals (Objective Functions)

The following objectives aim to optimize the project and process outcomes. The final objective function would be a weighted sum of these individual goals.

$$G0 \text{ maximize\_project\_budget: } \max \sum_{p \in P} \text{budget}_p \cdot W_{G0}$$

$$G1 \text{ maximize\_project\_priority: } \max \sum_{p \in P} \text{priority}_p \cdot W_{G1}$$

$$G2 \text{ maximize\_feature\_priority: } \max \sum_{f \in F} \text{priority}_f \cdot \text{select}_f \cdot W_{G2}$$

$$G3 \text{ maximize\_story\_points\_per\_sprint: } \max \sum_{sp \in SP} \sum_{us \in US} \text{story\_points}_{us} \cdot \text{assign\_us\_sp}_{us,sp} \cdot W_{G3}$$

$$G4 \text{ minimize\_task\_effort: } \min \sum_{tsk \in TSK} \text{effort}_{tsk} \cdot W_{G4}$$

$$G5 \text{ minimize\_blocker\_severity: } \min \sum_{bl \in BL} \text{severity}_{bl} \cdot W_{G5}$$

$$G6 \text{ maximize\_team\_velocity: } \max \sum_{t \in T} \text{avg\_story\_points}_t \cdot W_{G6}$$

### 4 Conditions (Constraints)

These are the constraints that the solution must satisfy.

$$C0 \text{ limit\_team\_size\_max: } \sum_{w \in W} \text{assign\_w\_t}_{w,t} \leq 9, \quad \forall t \in T$$

$$C1 \text{ limit\_team\_size\_min: } \sum_{w \in W} \text{assign\_w\_t}_{w,t} \geq 3, \quad \forall t \in T$$

$$C2 \text{ sprint\_duration\_limit: } \text{duration\_sp}_{sp} \leq 28, \quad \forall sp \in SP$$

$$C4 \text{ sprint\_backlog\_capacity: } \sum_{us \in US} \text{story\_points}_{us} \cdot \text{assign\_us\_sp}_{us,sp} \leq \text{velocity}_t, \quad \forall sp \in SP, t \in T \text{ (where sprint } sp \text{ is conducted by team } t)$$

$$C5 \text{ worker\_must\_have\_role: } \sum_{r \in R} \text{assign\_w\_r}_{w,r} \geq 1, \quad \forall w \in W$$

$$C7 \text{ team\_requires\_scrum\_master: } \sum_{sm \in SM} \text{assign\_sm\_t}_{sm,t} = 1, \quad \forall t \in T$$

$$C8 \text{ positive\_project\_budget: } \text{budget}_p \geq 0, \quad \forall p \in P$$

$$C11 \text{ po\_manages\_one\_backlog: } \sum_{pb \in PB} \text{assign\_po\_pb}_{po,pb} = 1, \quad \forall po \in PO$$

## 5 Decision Variables

These are the variables that the optimization model will determine.

DV0 **assign\_worker\_to\_team**:  $\text{assign\_w\_t}_{w,t} \in \{0, 1\}, \quad \forall w \in W, t \in T$

DV1 **assign\_team\_to\_project**:  $\text{assign\_t\_p}_{t,p} \in \{0, 1\}, \quad \forall t \in T, p \in P$

DV2 **assign\_task\_to\_worker**:  $\text{assign\_tsk\_w}_{tsk,w} \in \{0, 1\}, \quad \forall tsk \in TSK, w \in W$

DV3 **select\_user\_story\_for\_sprint**:  $\text{assign\_us\_sp}_{us,sp} \in \{0, 1\}, \quad \forall us \in US, sp \in SP$

DV4 **assign\_feature\_to\_release**:  $\text{assign\_f\_rep}_{f,rep} \in \{0, 1\}, \quad \forall f \in F, rep \in REP$

DV5 **set\_feature\_priority**:  $\text{priority}_f \in \mathbb{Z}^+, \quad \forall f \in F$

DV6 **set\_project\_budget**:  $\text{budget}_p \in \mathbb{R}^+, \quad \forall p \in P$

DV7 **determine\_sprint\_duration\_days**:  $\text{duration\_sp}_{sp} \in \{7, 8, \dots, 28\}, \quad \forall sp \in SP$

DV8 **assign\_worker\_to\_role**:  $\text{assign\_w\_r}_{w,r} \in \{0, 1\}, \quad \forall w \in W, r \in R$