

Optimization Model

Decision Variables

D_1 = Sprint duration in days (Integer)

D_2 = Team size (Integer)

D_3 = Budget allocation (Float)

D_4 = Story point cap per sprint (Integer)

D_5 = Estimated effort for a feature (Float)

D_6 = Max tasks per developer (Integer)

D_7 = Releases per year (Integer)

D_8 = Documentation pages per feature (Integer)

D_9 = Number of test environments (Integer)

D_{10} = Meeting duration in minutes (Integer)

D_{11} = Backlog items reviewed per review (Integer)

Objective Functions

Maximize z_1 = Velocity (G1) (1)

Minimize z_2 = Bug Count (G2) (2)

Maximize z_3 = Customer Satisfaction (G3) (3)

Minimize z_4 = Sprint Overrun (G4) (4)

Maximize z_5 = Team Utilization (G5) (5)

Minimize z_6 = Cost Variance (G6) (6)

Maximize z_7 = Features Delivered (G7) (7)

Minimize z_8 = Time to Market (G8) (8)

Maximize z_9 = Code Coverage (G9) (9)

Minimize z_{10} = Technical Debt (G10) (10)

Maximize z_{11} = Stakeholder Engagement (G11) (11)

Constraints (Conditions)

$5 \leq D_2 \leq 9$	(C1: Team Size Limit)	(12)
$D_1 = 14$	(C2: Sprint Length = 2 weeks)	(13)
$D_3 \leq \text{Budget}$	(C3: Budget Ceiling)	(14)
$\sum_{\text{skill } s \in \text{ReqSkills}} x_{\text{team},s} \geq 1$	(C4: Skill Coverage)	(15)
$\text{Availability}(e) = 1$	$\forall e \in \text{Team}$ (C5)	(16)
$\text{ReleaseDate} \leq \text{PlannedDate}$	(C6: Release Date Target)	(17)
$\#\{\text{backlog entries}\} \geq \text{Approved}$	(C7: Backlog Completeness)	(18)
$D_5 \leq 50$	(C8: Epic Size Cap)	(19)
$G \geq 1$	$\forall \text{Sprint Goals}$ (C9)	(20)
$\text{Doc}(f) \geq 1$	$\forall f \in \text{Features}$ (C10)	(21)
$D_{11} \leq 1$	(C11: Max Daily Meetings)	(22)
$\text{ResolveTime}(b) \leq 48h$	$\forall b \in \text{Blockers}$ (C12)	(23)
$\text{ResponseTime} \leq 24h$	$\forall \text{PO}$ (C13)	(24)