

Optimization Model for SCRUM-based Software Development

Generated by ChatGPT

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1. Problem Overview

This optimization model is constructed to support planning and management in a SCRUM-based software development company. It considers various goals, constraints, and decision variables derived from the company's entity-relationship model.

2. Sets and Indices

P : Set of projects
 T : Set of teams
 E : Set of employees
 F : Set of features
 S : Set of sprints
 B : Set of blockers
 U : Set of user stories
 K : Set of skills
 R : Set of roles

3. Decision Variables

$x_{tf} \in \{0, 1\}$	1 if team t is assigned feature f
$y_{es} \in \{0, 1\}$	1 if employee e is assigned to sprint s
$z_{eu} \in \{0, 1\}$	1 if employee e is assigned to user story u
$d_{sb} \in \mathbb{Z}_+$	Resolution time in days for blocker b in sprint s
$v_s \in \mathbb{R}$	Velocity in sprint s
$a_p \in \mathbb{R}$	Budget allocation for project p

4. Objective Function

Maximize:

$$\begin{aligned} \max \quad & \sum_{s \in S} v_s - \sum_{f \in F} Effort_f - \sum_{b \in B} \sum_{s \in S} d_{sb} - \sum_{p \in P} a_p \\ & + \sum_{e \in E, u \in U} skill_match_{eu} \cdot z_{eu} \end{aligned}$$

5. Constraints

$$\begin{aligned}
\sum_{e \in E} y_{es} &\leq team_size_t & \forall t \in T, s \in S \\
\sum_{f \in F} x_{tf} &\leq max_features_t & \forall t \in T \\
\sum_{u \in U} z_{eu} &\leq max_tasks_e & \forall e \in E \\
a_p &\leq budget_limit_p & \forall p \in P \\
d_{sb} &\leq max_resolution_time & \forall s \in S, b \in B \\
\sum_{u \in U} story_points_u \cdot z_{eu} &\leq v_s & \forall s \in S \\
x_{tf}, y_{es}, z_{eu} &\in \{0, 1\}, d_{sb} \in \mathbb{Z}_+, v_s, a_p \in \mathbb{R}
\end{aligned}$$

6. Notes

- Skill match values are normalized between 0 and 1.
- Blockers and budget are to be minimized.
- Sprints aim for velocity maximization.
- Task assignment must honor team member availability and capacity.