NAME OF PRODUCT: Spaza Shop Regulatory & Management System (SSRMS)

"Is it said that Technology is best in bringing people together." – Matt Mullenweg

Team Genesis is proud to present our project, aimed at improving spaza shop registration.

THE GENESIS

Project Manager – Tshimangadzo Surprise Masia (221414061)

Project Tester - Khanyisa Kamba (221711481)

System Designer - Billy Mokoena (221839593)

Front – End Developer - Aobakwe Keeme (221515445)

Back- End Developer - Luxolo Mkhathazo (220435898)

"THE POWER TO NEW BEGINNINGS"

Scrum methodology

Scrum is an agile method that provides a framework for agile project organization and planning. It does not mandate any specific technical practices, and we will be using this methodology to develop our project

Benefits of Scrum and why we decided to use it

• Scrum increases Transparency and Collaboration among team members, making it easier for us to rely on one another.

• It allows for quick adaptation to changing requirements and feedback from our users and target market.

• Scrum with its daily meetings, provides us the ability to maintain a predictable schedule for delivery our final product

• We are also able to identify problems early in Scrum and come up with effective problem-solving techniques.

• With transparency and frequent meet ups, scrum improves our product quality.

• With its interactive nature, we decided to use scrum for its reduced risks that comes with it.

• Scrum can lead to improved customer satisfaction and users' requirements met.

• Scrum methodology also ensures that team members are focused and productive which leads to better and faster development of the project.

	ROLES	RESOPNSIBITIES & EXPLANATIONS
Scrum Master	Tshimangadzo Surprise Masia	-Facilitates Agile meetings and ensures Scrum principles are followed
Product Owner	Luxolo Mkhathazo	-Responsible for prioritizing backlog items and aligning development with stakeholder goals.
Product Backlog	-Shop Registration & Verification System - Customer Complaint & Feedback Platform -Government & Public Oversight Dashboard	-Registers and verifies shops for compliance and ownership control. -Allows public reporting and tracking of consumer complaints. -Provides real-time shop data for regulatory oversight.
Development Team	Khanyisa Kamba _____ Billy Mokoena _____ Aobakwe Keeme _____ Luxolo Mkhathazo	Testing and writing technical documentation _____ Designs system architecture to meet functional and user needs. _____ Frontend design and implementation _____ Backend and API development.

Communication Tools

- **Microsoft Teams** – Used for team updates, planning discussions, and deciding next steps collaboratively.
- **WhatsApp** – Facilitates daily check-ins, quick progress updates, and clarifying questions among team members.
- **GitHub** – Platform for uploading individual work, tracking participation, and managing project source control

Sprint Backlog - Spaza Shop Management System (SSMS)

Sprint Pl

A time-boxed schedule that outlines the team's goals, tasks, and deliverables for a specific sprint, usually spanning 1–2 weeks.

Sprint Backlog

A prioritized list of tasks and user stories selected for implementation during

the sprint, including estimated time and assignees

Sprint 1 – Research & Team Brainstorming (Completed)

Duration: Tasks are delivered on Mondays and are to be presented on Fridays

Meetings: Held on Microsoft Teams on Fridays.

Sprint 1 Outcome Review Summary

Sprint 1 focused on role-based research to explore the challenges and requirements of a spaza shop regulation system in South Africa. Each team member investigated specific aspects aligned with their roles (e.g., testing, UI, backend, system design), resulting in a well-rounded understanding of the ecosystem. By the end of the week, members presented their findings in a collaborative Friday Teams meeting, where they brainstormed core ideas and established a unified product vision. The session helped lay the groundwork for upcoming design and development phases.

Sprint 1 Retrospective

What Went Well

-Team members completed their individual research effectively, providing strong foundational insights based on their assigned roles.

-The Friday meeting was successfully held, and everyone presented their findings, which helped establish a clear and unified project vision.

-The brainstorming session allowed the team to align on potential system features and user needs, setting the stage for structured development in upcoming sprints.

-Despite communication gaps earlier in the week, the team showed initiative during presentations and contributed meaningfully to discussions.

What Could Be Improved

-GitHub and documentation setup were delayed due to a lack of early direction and clarity on folder structure expectations from project manager.

-Research submissions were not shared in advance, which limited meaningful feedback during the Friday meeting.

-Overlapping research areas led to redundant findings, highlighting the need for better task scoping and coordination.

-Inconsistent team communication during the week caused delays in confirming responsibilities and slowed overall progress toward early deliverables.

Action Items

-Finalize and share GitHub folder structures by before the start of Sprint 2.

-Begin sharing individual progress by Thursday to allow feedback ahead of Friday meetings on the genesis group.

-Set up a lightweight **Monday check-in** via group chat to align before Friday reviews.

Sprint 1 Task Table

Task	Assigned To	Est.Time	Sprint No	Status
Conduct initial research per role	All Members	4 days	Sprint 1	Completed
Define product vision (Moore Template)	Tshimangadzo (PM)	16 hours	Sprint 1	Completed
Stakeholder needs, user requirements	Khanyisa (Project Tester)	4 days	Sprint 1	Completed
Research front-end structure/tools	Aobakwe (Front-End)	4 days	Sprint 1	Completed
Explore backend architecture feasibility	Luxolo (Back-End)	4 days	Sprint 1	Completed
System flow & user roles planning	Billy (System Designer)	4 days	Sprint 1	Completed
Present research findings (Friday Meeting)	All Members except PM	1 hr 37 min	Sprint 1	Completed

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Sprint 2 Outcome Review Summary: Sprint 2 Has began the design and planning phase for the Spaza Shop Regulatory & Management System (SSRMS). The goal of this sprint was to visualize the system through wireframes, create flow diagrams, and define how users will navigate the interface.

-Team members are currently following a sequential workflow: the System Designer initiates design drafts, which are then reviewed by the Front-End Developer and finally evaluated for back-end feasibility.

-Members are collaborating via Teams and the Genesis WhatsApp group to provide design feedback and approve progress across roles.

Sprint 2 Retrospective

What's Going Well

-The team has adopted the sequential UI review flow (System Designer → Front-End → Back-End).

-Members are making use of visual tools (Figma, Balsamiq) to translate research into wireframes.

-Communication structure is more defined, with tasks being reported on Friday meetings.

What Could Be Improved

-GitHub updates have been inconsistent across team members.

-Wireframe description document is pending, slowing the Front-End handoff.

-Some delays occurred due to uncoordinated progress updates mid-week.

Action Items

-Enforce GitHub usage with timely commits and folder structure verification.

-Submit visual assets and markdown files to be review.

Sprint 2 Task Table

Task	Assigned To	Est. Time	Sprint	Status
Design homepage & business listing wireframes	Billy (System Designer)	3–4 days	Sprint 2	In Progress
Document UI navigation flow (wireframe_description)	Billy	3-4 days	Sprint 2	In Progress
Review UI & confirm screen feasibility	Aobakwe (Front-End)	3-4 days	Sprint 2	In Progress
Prep front-end component layout outline	Aobakwe	3-4 days	Sprint 2	In Progress
Analyze wireframes for backend data/API requirements	Luxolo (Back-End)	3-4 days	Sprint 2	In Progress
Final UI testability review	Khanyisa (Tester)	3-4 days	Sprint 2	In Progress
Upload assets to GitHub & maintain folder structure	All Members	Ongoing	Sprint 2	In Progress

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Sprint 3 Retrospective *(planned)*

What's Expected to Go Well

-Build upon UI wireframes to map functional behaviours and user needs.

-Use refined roles and clearer communication structures from Sprint 2.

Risks to Watch

-Lack of clarity in story-to-feature mapping could delay system architecture.

-Overload of unassigned architecture tasks if scoping isn't clear early on.

Action Items (Planned)

-Assign persona/story writing early in the sprint to the Tester.

-Use diagrams early to support developer architecture discussions and confirm tech stack with justifications for front-end and back-end compatibility.

Sprint 3 Task Table

Task	Assigned To	Est. Time	Sprint	Status
Create user personas & draft 3 user scenarios	Khanyisa (Tester)	2–3 days	Sprint 3	To Do
Write user stories based on scenarios	All Members	2-3 days	Sprint 3	To Do
Prioritize functional and non-functional features	Billy	2-3 day	Sprint 3	To Do
Define system architecture (layered/monolith, etc.)	Luxolo (Back-End)	2-3 days	Sprint 3	To Do
Create diagrams (UML, ERD, flowchart)	Billy	2-3 days	Sprint 3	To Do
Document tech stack justification	Luxolo	2-3 day	Sprint 3	To Do
Review architectural completeness & feasibility	Aobakwe + Luxolo	2-3 day	Sprint 3	To Do

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Agendas and meeting minutes

Create Sprint Backlog

Create the Project Board Setup

Create separate documents for each member of the genesis