Agile Scrum Sprint Planner (ASSP)

Description

Agile Scrum Sprint Planner is a full-stack Sprint planner web application designed to encourage developers and team leaders to manage their time better and prioritize their development goals.

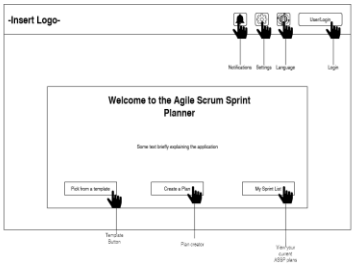
With integrated tools like Scrum poker and AI based story point estimation, the workload is shifted away from the Scrum Masters to our software, which can handle the task at hand efficiently.

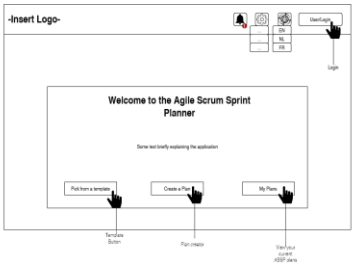
User Stories

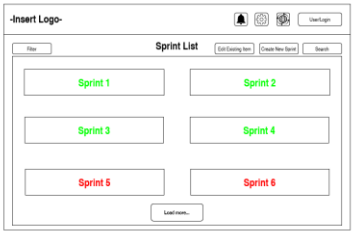
1. As a Scrum Master, I want to be able to add new user stories to the backlog and assign them to my developers, so that they know what to work on.
2. As a developer, I want to be able to see the tasks I'm supposed to be working on and an estimate of how long they're going to take, so that I can manage my priorities better.

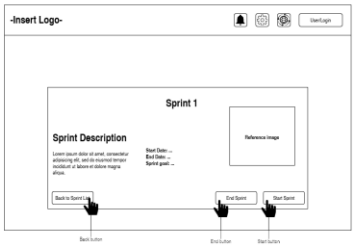
Wireframe

- Home page: Header with a logo and navigation bar. Hero with a small welcome to the application.
- Settings: User profile management (name, email, password, phone number, etc.) not all of which need to be filled in. Team settings (goals, sprint durations, etc.)
- Sprints list page: Calendar for upcoming sprints, button to create new sprint plans and a filter/search function.
- Sprint details page: More detailed information about the current sprint (start, end, goal, etc.) and a button to start and end the sprint.









Acceptance Criteria

1. The app allows teams to create/plan and manage/schedule multiple Sprints.
2. Users (Scrum Masters specifically) can prioritize and organize product backlog items into manageable sprints.
3. The app has a robust analytics system where team performance can be analysed, and trends can be identified.
4. Teams can track their tasks, story points, and speed in real-time.
5. The user interface is intuitive and can adapt to various screen sizes and different devices.

Domain model

Entities

- Team represents an Agile team.
- Product represents a product that teams can work on.
- User represents a user of the ASSP app.
- Sprint represents an iteration or timed-boxed period.
- Backlog Item represents a product backlog item that needs to be implemented.

Relationships

Team:

- One-to-Many: A team can have multiple users, but each user is associated with only one team.
- One-to-Many relationship with Sprint (through an intermediate table SprintAssignment): A team can have multiple sprints and a sprint can be assigned to one teams.

Product:

- One-to-Many: A product can have multiple backlog items, but each backlog item is associated with only one product.

User:

- Many-to-Many relationship with Product (through an intermediate table ProductIntrest): A User can be interested in multiple products and a product can have multiple users interested in it.
- Many-to-Many: A user can participate in multiple sprints and a sprint can have multiple users.

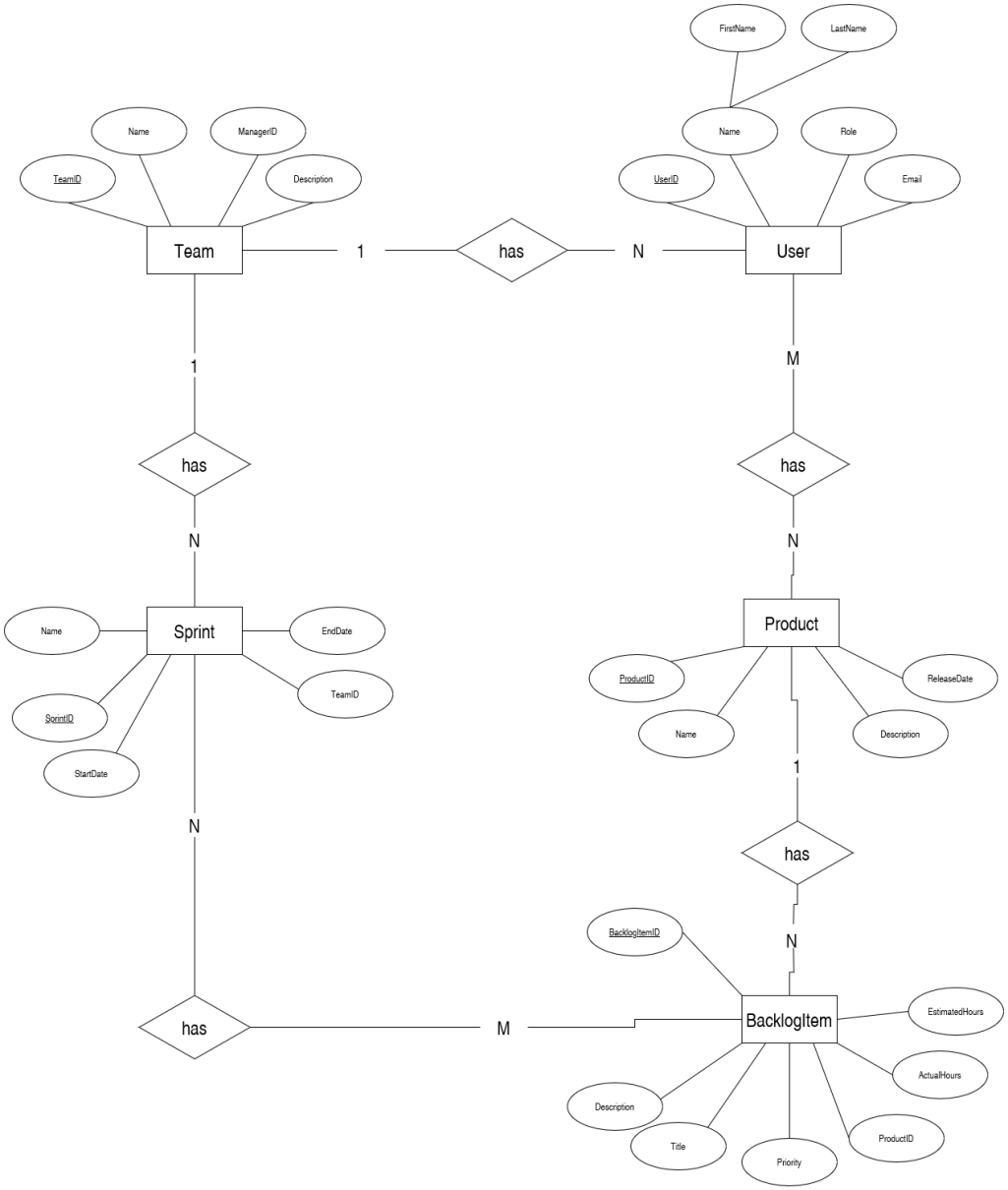
Sprint:

- Belongs to one Team (many-to-one): Each sprint belongs to exactly one team.

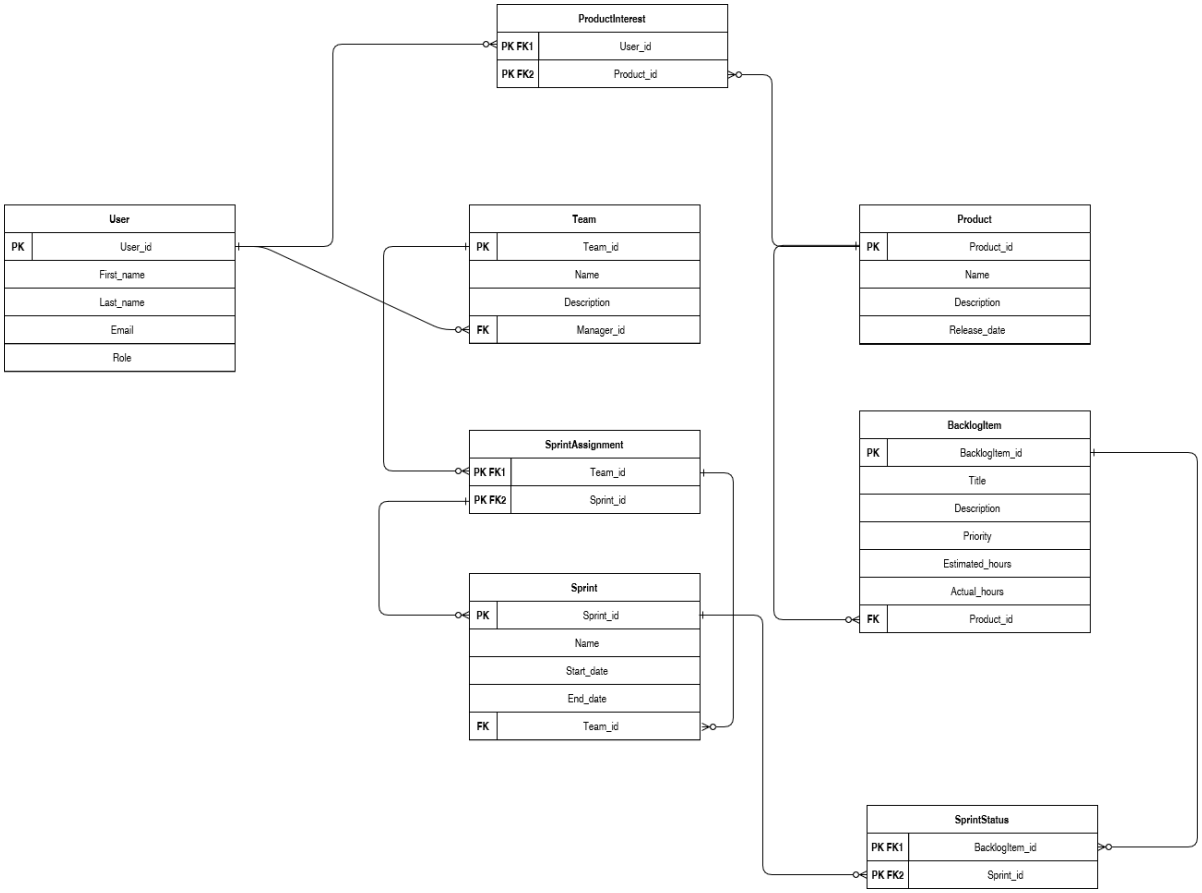
BacklogItem:

- Many-to-Many relationship with Sprint (through an intermediate table SprintStatus): A backlog item can be part of multiple Sprints and a sprint can have multiple backlog items.
- Belongs to one Product (many-to-one): Each backlog item belongs to exactly one product.

Conceptual Model:



Logical Model: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