

SPRINT PLANNING MEETING 4

DATE: 25 May 2021

SPRINT GOAL

The main purpose of this sprint is to be able to sell and purchase from the app. We also want user to be able to get a receipt and upload an image on profile. This can be completed by coding the design, adding things into database, coding the classes and test it towards the end of the sprint.

SPRINT BACKLOG

USER STORIES:

1. As a user, I want to be able to upload a picture onto my profile so that I can be identified easily.

TASKS:

- Design
- Code for uploading image

ACCEPTANCE CRITERIA:

- User should be able to upload an image of their choice on profile.
- StuMarket should ask for permission to be able to access media to upload image.
- If user denies access to media, then permission will be denied to upload image.

2. As a user, I want to upload what I want to sell on the app so that I can sell my items.

TASKS:

- Database
- Design
- Add Items
- Code for uploading

ACCEPTANCE CRITERIA:

- User can add image of what they would like to sell.
- StuMarket should ask for permission to access media to be able to upload the image.
- If user denies permission then user will not be able to upload image.
- User can add name and price of item they are selling.

3. As a user, I want to edit what I had uploaded to sell so that I can update my product.

TASKS:

- Code for editing
- Database

ACCEPTANCE CRITERIA:

- User should be able to edit the price of item.
User should be able to edit the name of item.
- User should be able to change image of item.

- User can only edit a sale they had uploaded.
- User will not be permitted to edit another user's sale.

4. As a user, I want to be able to buy so that I can use the product.

TASKS:

- Code for buying

ACCEPTANCE CRITERIA:

- If user wants to purchase item, the item first goes to cart.
- User can only purchase 1 object at a time.
- If user selects another object to add to cart, there will be an error message for an object already in cart.
- After user Checks Out, the total balance should decrease by the price used to purchase item.
- User gets an error message if they purchase with insufficient funds.

5. As a user, I want to get a receipt after purchasing so that I can have proof of purchase.

TASKS:

- Design
- Code for adding items and prices on receipt.

ACCEPTANCE CRITERIA:

- User should receive a receipt after Checking out.
- User can only receive a receipt if purchase was successful.
- Receipt should contain item and the total price.
- After receiving a receipt, the user balance should decrease by the amount used for purchase.

EPICS TO BE DELIVERED

- Be able to purchase from the app.
- Be able to upload products to sell.
- Be able to upload an image on profile.

SCOPE OF WORK CLARIFICATION

DEFINITION OF DONE:

- Able to buy.
- Get receipt after buying.
- Able to upload and edit products to sell.
- Upload profile image.
- Code Coverage completed.

KEY RISKS AND CONCERNS

TASK ALLOCATION

- Rumbidzai Moyo – Generating receipt and documentation.
- Netthias Banda – Diagramming and testing
- Donovan Makate – Coding the profile image upload.
- Katlego Modise – Coding products and services
- Magape Mafiri – Coding products and services
- Phumlani Ntini - Coding products and services

