	Sep	Nov
Resp Ball	B 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 1 1 2 2 3 24 25 26 27 28 29 30 31 1 2 3 4 5 6  Due  Due  Due  Due  Due  Due  Due  Du	7 8 9 10 11 12 13 14 15 16
Untitled		
(OTHERS)DEVELOPING_MOBILE_POINT_OF_S/		
2. Testing (Continuous in Every Sprint)	10/27-11/2 Todo	
2.1 Unit Testing (within each sprint)		
2.2 Integration Testing (after every sprint)		
2.3 User Acceptance Testing (Giftaholic Shop		
3. Implementation	11/3-11/9 Todo	
3.1 Deployment of POS System (end of final s		
3.2 Staff Training & User Guide Orientation		
3.3 Pilot Run in Actual Shop Environment		
4. Maintenance (Post-Sprint)	11/10-11/16 Todo	
4.1 Bug Fixes from real shop use		
4.2 Backlog Updates for new features (e.g., lo		
4.3 Regular Backups & System Updates		
1. Development (Scrum Sprints)		
Sprint 1 – Core POS Functions	9/8-9/21 Todo	
Sprint Planning (select backlog items for QR &		
Daily Scrum Meetings (2 hours updates)		
Development Tasks:		
QR Code Scanning Module		
Automatic Price Computation		
Basic Receipt Issuance		
Sprint Review & Feedback with Giftaholic Sho		
Sprint Retrospective (team reflection)		
Sprint 2 – Sales Enhancement & Inventory	9/22-10/5 Todo	
Sprint Planning (discounts + inventory feature		
Daily Scrum Meetings (2 hours updates)		
Development Tasks:  Discounts & Price Adjustment		
Manual Price Entry for unlisted products		
Inventory Tracking (auto stock deduction)		
Sprint Review & Retrospective		
Sprint 3 – Business Management Tools	10/6-10/26 Todo	
Sprint Planning (reports + admin panel)		
Daily Scrum Meetings (2 hours updates)		
Development Tasks:		
Sales Reports (daily/weekly/monthly)		
Admin Panel for product/user management		
Business Monitoring Dashboard		
Sprint Review & Retrospective		