

# Sprint Planning 1 - Meeting Notes

Starting with presenting how important it is to go to the lecture and listen...

Deciding how long time the development team believes each task will take using scrum Poker

<b>Feature/Task</b>	-	<b><i>estimated time in hours</i></b>
Able to create an alarm	-	20
Alarm activation	-	6
Able to shut off an alarm	-	5

**Estimated effective work time: 32h**

6 days to sprint ends

4 persons

8h/person total

2h/day & person

## **Sprint Evaluation**

In order to have the sprints ending a day before the weekly deadlines, we decided to have a 6 day sprint instead of having the sprint running over one week. However the next sprint will last for 6 days, Monday to Saturday. This has been taking into account when the product owner/development team agreed over what user stories to be completed for the next sprint.

**Sprint Review: Demo and summary of the sprint: Monday 17:00 - 18:00**

Converted the user stories to sprint log items(see sprint log for sprint 1)