

# InventoryPro

## Agile Tracking Sheet

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**Table 1: User Story Summary**

User Story ID	User Story	Completeness Criteria	Effort Estimate (hours)	Priority	Worked in Sprint (Estimated)
1	As a developer, I want to create a basic layout of my program.	A basic code structure exists with classes, attributes, and empty methods.	4	1	3
2	As a user, I want to be able to log into the platform or create an account if I don't already have an account.	The user is provided with options to log in or create an account if they don't have one. Should show menu when user is authenticated.	2	2	3
3	As a developer, I want to provide the user with a menu of options to perform.	Program displays a menu with all the required options for the user to pick from. Selecting an option triggers empty functions.	2	3	1
4	As a user, I want to be able to create an item with the required information.	An item is created with the required attributes assigned. Should support both Product and Expense item creation.	4	4	6
5	As a user, I want to be able to search for and view an item within the program.	The program can output a clear description of an item if provided an ID.	3	5	2
6	As a user, I want to be able to create a project and assign a manager to it.	A project can be created with manager assignment. Program validates that the manager actually exists.	6	6	4
7	As a user, I want to be able to assign an item to a location that I created.	Locations can be assigned to items and queried.	3	7	6
8	As a user, I want to be able to edit and update an item after viewing its information.	Items are able to be edited by reprompting for each field. Item object is updated across the platform	4	8	
9	As a developer, I want to create database files and classes for the user, projects, and items.	Fully operational database that stores values upon creation into the csv files.	8	9	
10	As a user, I want to be able to view my projects and examine all the products in the program.	Program outputs a list of projects when requested by the user. Program also successfully lists all the products in the program.	4	10	

**Table 2: Sprint Work Summary**

<b>Sprint</b>	<b>Backlog</b>	<b>In Work This Sprint</b>	<b>Completed This Sprint</b>
1	4,5,6,7,8,9,10	1,2,3	1,2,3
2	6,7,8,9,10	4,5	4,5
3	6,7,8,9,10	6,7	6,7
4	8,9,10	8,9,10	P6

**Table 3: Weekly Remaining Effort Estimate (Burn Down Chart)**

	<b>Start*</b>	<b>Sprint 1</b>	<b>Sprint 2</b>	<b>Sprint 3</b>	<b>Sprint 4</b>	<b>End</b>
Planned	40	40	30	20	10	0
Actual	40	40	28	18	8	0

**Hours per sprint = 10**

Chart 1: Visual Burndown Chart

