Sprint 3 Planning – Apple Haptics PM Simulation

Sprint Duration: 1 Week (7 Calendar Days)
Sprint Dates: July 4 – July 10

Sprint 3 Goals:

- Define measurable KPIs to assess project success and user impact.

- Develop realistic user personas for horror, action, and animated OTT viewers in India.

- Simulate backlog creation and grooming in a tool like Notion or Trello (instead of Jira).

- Prepare for user acceptance testing (UAT) strategy and structure in Sprint 4.

Tasks:

1. Create and export KPI_Metrics_Sheet.xlsx with at least 5 measurable success indicators.

2. Draft and finalize User_Persona_1.pdf and User_Persona_2.pdf for key user types.

3. Simulate sprint backlog using Notion board, Trello, or table in Excel (as Jira alternative).

4. Create and export Sprint_3_Planning.pdf.

5. Prepare headings/structure for UAT_Plan.pdf to begin next sprint.

6. Cross-check all previous sprint folders for completeness and consistency.

Sprint Outcome:
By July 10, the project will have a clearly defined success measurement system (KPIs), user profiles, and a visible backlog structure — all preparing for final testing and documentation in Sprint 4.