



LaSalle College
Montréal



Our Team

1. Payal Rangra -2232355
2. Aryan Handa-2233222
3. Reena Simpson-2311615
4. Diego Lins Ferreira-2210207



Table of Contents

Table of Contents	1
Bussiness Vision and Scope	2-3
Product Vision and Box	4-5
Budget & Revenue Generation	6-7
Competition Analysis	8
Personas	9-13
UML Diagrams	14-20
S.M.A.R.T & P.E.I.C.E.S	21-22
KanBan	23
Release Roadmap	24
Release Roadmap (App and Website)	25-30
Product Appendix	
Team Charter	33
SWOT analysis and Communication Plan	34
Burndown Chart	35
Scrum Master Meeting Logs	36-57



CampBuzz by Buzznet Projects Inc.

Buzznet Projects Inc. "Empowering the Future of Software Application evolution: Creating Extraordinary Models of Business for Sustainable Success."

Business mission/vision:

Buzznet Project Inc. wishes to have an impact on the future of software applications. We accomplish this by developing great business strategies that assist firms in achieving long-term objectives. Our goal is to simplify innovation and assist our clients thrive in an ever-changing technology environment. We prioritize solid connections by offering unique, personalized solutions.

Product:

We are presenting "CampBuzz," an innovative and interactive student application that aims to improve the educational experience by encouraging communication and collaboration among students, professors, and educational institutions.

Business Scope

Campbuzz is a vibrant hub for both existing and new institutes who care about their students. Here, students can connect, share thoughts and support each other, providing a sense of community and belonging. Administrators gain valuable insights into student needs and concerns, enhancing their ability to provide support to needy students.

Through private and public discussions, collaborative tools, and feedback features, Campbuzz ensures active participation of all the users. It's more than just a platform; it's a supportive ecosystem where voices are heard, and opinions matter.



Alignment with Company's Long-term Vision

Campbuzz is not just a software project; it's an opportunity for Buzznet Projects Inc. to make a meaningful difference in the education sector. By investing in this project, Buzznet Project Inc. not only contributes to the improvement of educational experiences but also secures its position as an innovative and socially responsible company.

Market Segment: Educational institutes

Target: Students and colleges/Universities

Need of product

1. Students want a platform where they may engage meaningfully with their classmates and seniors.
2. Students are looking for a method to evaluate the quality of classes and lecturers.
3. Students want to learn about their teachers prior the semester begins.
4. Students wish to express opinions on institutes and colleges
5. Students want to share their academic experiences and everyday encounters.
6. Students require a reliable resource for campus information and announcements.
7. Students want a platform for sharing document and collaborating in assignment .
8. Students want a channel to participate in polls and surveys for campus improvements.
9. Students require a platform to seek assistance, advise, and emotional support from college or peer.
10. Students want an all-in-one resource for internship and employment opportunities.



CampBuzz: You just received a Buzz

Vision:

Students have a better platform for learning and have rights to stand up for themselves. CampBuzz acts as a bridge between educators, organizations, and students by using open feedback loop. Our goal is to create a secure, interesting, and encouraging online community. By encouraging teamwork, communication, and personal development, CampBuzz focuses on transforming the way students interact with their classroom.

- *Easy Collaboration:* Using Campbuzz makes group projects simple. You can collaborate easily, talk, and exchange ideas. Learning is collaborative since professors directly share materials with students.

- *Smart Improvements:* Interactions among students provide colleges with insights. By utilizing this data, they are able to make informed decisions that guarantee the success of both educators and students.

Product:

- *Student Voices Heard:* Students can express themselves and share ideas anonymously with Campbuzz. Colleges can keep a check on students input and act upon it to improve the student experience.

- *Supportive Campus Ecosystem:* Campus Ecosystem Support: As a primary centre, Campbuzz develops partnerships among students, educators, and colleges. Teachers experiment with new teaching methods, students have access to mentorship, and corporations use real-time feedback to improve policies.

- *Learning Designed for You:* Imagine study materials, discussions, and support that match your needs all present on same platform. Campbuzz provides institutes to personalize the application according to their students requirements

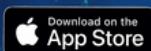
- *Everyone Included:* Regardless of language, everyone is welcome at Campbuzz. A global learning community is created by our built-in translation feature, which ensures that everyone feels included and understood.



buzznet project solution

YOU RECEIVED A BUZZ!

CampBuzz aims to revolutionize the way students engage with their learning environment, ensuring every voice is heard, and every perspective matters.



+1-2425552452



contactus@campbuzz.com



Expected Budget For Start Up And Cost Benefit Analysis

Budget Table:

	DEC	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	TOTAL
Research and planing	\$ 7,000	\$ 7,000	\$ 7,000	\$ 7,000	\$ 7,000	\$ 7,000	\$ 7,000	\$ 7,000	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 56,000
Design (UI/UX)	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ -	\$ -	\$ -	\$ -	\$ 70,000
App Development	\$ -	\$ -	\$ -	\$ 20,000	\$ 20,000	\$ 20,000	\$ 20,000	\$ 20,000	\$ 20,000	\$ 20,000	\$ 20,000	\$ 20,000	\$ 20,000	\$ 100,000
Testing	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 70,000
Database Storage	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 20,000	\$ 20,000	\$ 20,000	\$ 20,000	\$ 20,000	\$ 20,000	\$ 190,000
Server and Hosting	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 15,000	\$ 15,000	\$ 15,000	\$ 30,000	\$ 30,000	\$ 30,000	\$ 30,000	\$ 225,000
Marketing	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 10,000	\$ 70,000
Sub-Total	\$37,000	\$37,000	\$37,000	\$57,000	\$57,000	\$57,000	\$82,000	\$82,000	\$65,000	\$90,000	\$90,000	\$90,000	\$90,000	\$851,000



Other Expenses :

- **Office Location** : Around \$8000 required each month to rent office space in Montreal for the 1st year.
- **Operation Cost:**
 - Skilled Staff : Allocation of approx. \$100,000 for the first year , considering the complexity of the skills required for development.
 - Utilities : \$60,000 required for the latest equipment's and technologies.

Revenue Generation :

- **In-app advertisements:** Main Applications main source of revenue generations is providing advertising space to businesses who are interested in reaching out to college students .
We just need to keep in mind that these advertisements are non -intrusive and relevant to user base.
- **Customized platform for Colleges:** Offering the option to customize the platform according to the need of institute at a fees . This also includes, providing institutes the engagement of user and other analytic data .
- Job listing : Campbuzz will charge fees from companies who want to reach out to students for job / internship opportunities.



Competition Analysis & Unique Selling Points

We can easily stand out in the quickly changing educational environment with Campbuzz since it provides consumers with a unique solution to suit their needs on a single interface. This platform includes all of the functionality found in other programs such as Omnivox, RateMyProfessor, and UChat by Uversity.

- *Comprehensive Campus Hub:* CampBuzz differentiates itself from single-purpose apps by acting as an all purpose campus application. Where users can communicate via feedback , sharing what they feel seamlessly with students, instructors, and administrators. This all-in-one platform streamlines the user experience, making it a single point of contact for all campus-related activities.

- *Empowering Student Voices:* CampBuzz excels in empowering student voices by providing a unique method to feedback collection and analysis. Students can rate courses, teachers, and institutes as well, actively shaping the learning environment according to their wish. These feedbacks then can be reviewed by the admin to improve the system.

- *Diverse Community Building:* Campbuzz has a unique feature of in-built text translation, which helps users to communicate with users without any problem. Students can express their thoughts, share experiences, interact with peers, and go beyond the classroom.

- *Versatile Chat and Collaboration:* CampBuzz offers a versatile chat system, combining both direct messaging and team chatting. This versatility ensures that students can use direct messaging for making new acquaintances without revealing personal social media accounts. Meanwhile, educators and administrators can create chat teams for specific groups. Open and private voice groups foster lively discussions, promoting a sense of community.

- *Rapid Updates and Feedback:* CampBuzz's strength lies in its ability to facilitate swift updates and feedback between colleges and students, surpassing platforms like Omnivox. It ensures that announcements, news, and crucial information reach students promptly. Institutions can harness real-time feedback, giving students a voice in shaping their campus experience.

In conclusion, while competitors like Omnivox and RateMyProfessor offer valuable services, CampBuzz's multifaceted solution caters to the diverse needs of students and educational institutions. It serves as a comprehensive, student-centric, and inclusive platform, ensuring that every voice is heard, every perspective matters



Persona

Name: Emma



Demographics

- Age: 20 years old
- Loves socializing and making new friends
- Lives in Montreal
- Born in France

Behaviors

- Emma enjoys meeting new people and is actively seeking opportunities to expand her social circle.
- Comfortable using mobile apps and exploring digital platforms for communication.
- Willing to try new things and embrace different cultures, given her international background.

Needs

- She needs to make new friends in the campus but doesn't want them to know her personal details or social media accounts until she knows them completely.
- She wants to use some chat option on a college application to interact with people.



Persona

Name : Alex Nguyen



Demographics

- Age:40
- Director of Student Services at a leading university in Canada.
- Strong background in student affairs.
- Years of experience in higher education

Behaviors

- Alex is committed to fostering a sense of belonging among students.
- Engaging students in university activities, clubs, and events is a top priority.
- Alex collaborates with administrators, using student feedback to enhance university services, from dining to academics.
- Advocates for positive changes by analyzing student opinions.

Needs

- Alex's primary goal is to ensure students feel heard and supported.
- One challenge Alex faces is effectively collecting, analyzing, and implementing feedback from a diverse student body.
- He wants to find a streamlined methods to process this data and turn it into actionable initiatives .



Persona

Name: Charlotte



Demographics

- Age: 19 years old
- From Montreal
- Software Engineering
- Attending university

Behaviors

- Charlotte is a bright student.
- She loves learning new things and is currently balancing study and work together.
- Likes to participate in extra-curricular activities
- Also wants to experience a good college/university life .

Needs

- Wants to give transparent feedback
- Easy access to university information.
- She needs a quick and easy way to access information about events, activities, and university announcements.



Persona

Name: Belynda



Demographics

- Age: 35 years old
- Teaching for 10 years
- Holds a master's degree in education.

Behaviors

- Belynda is deeply passionate about teaching
- She is a role model for her students
- She can explain complex topics in a way that is easy for students to understand.

Needs

- Belynda needs a platform to collect feedback in a structured manner
- She wants to analyze this feedback to refine her teaching methods, ensuring her classes are not only informative but also engaging and interactive.



Persona

Name: Brenda



Demographics

- Age: 28 years old
- From Brazil
- Living in Montreal
- Video Gaming Programming' student

Behaviors

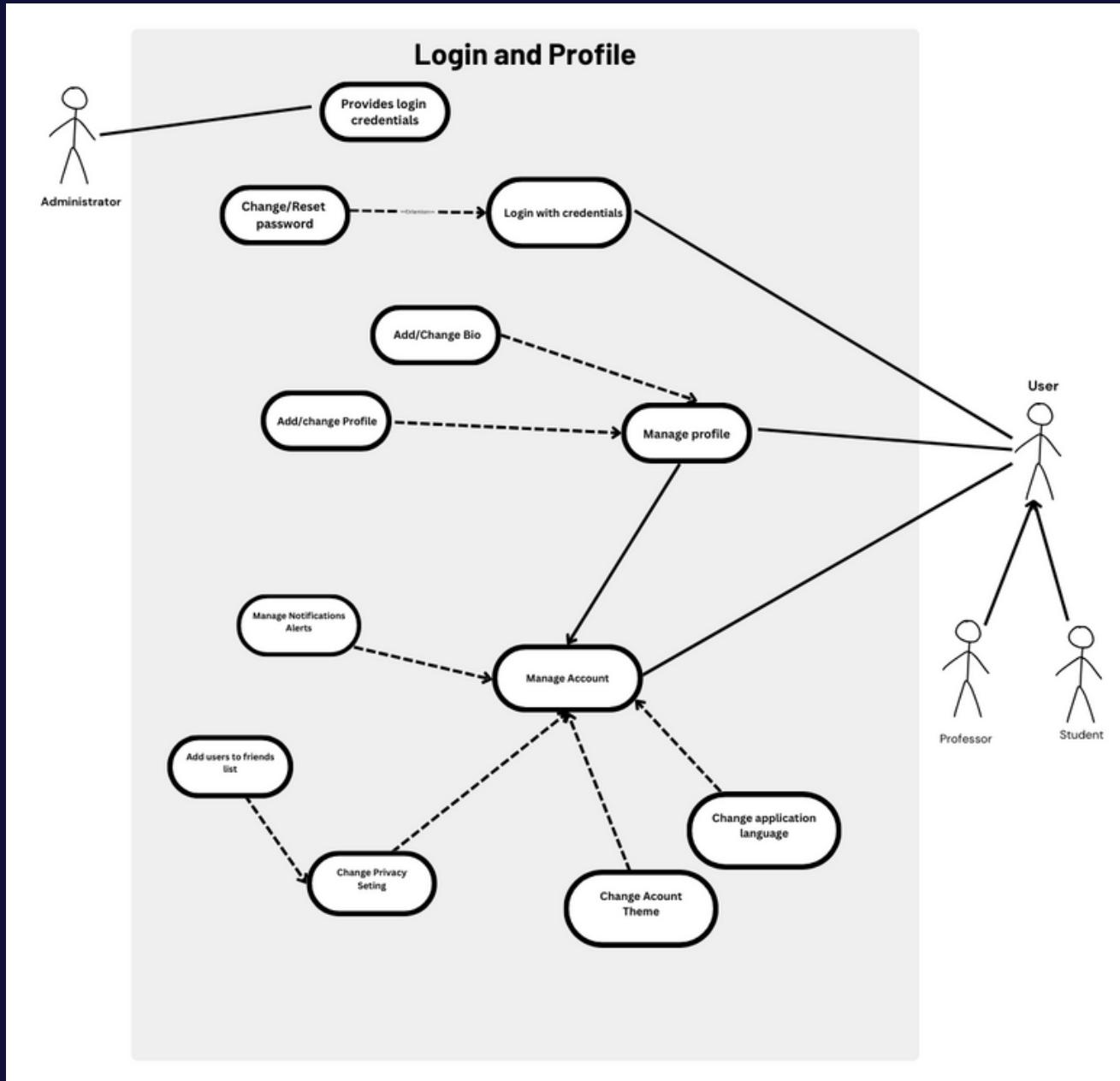
- Brenda is focus on her study,
- She likes the game' technology word
- Always looking for ways to improve her knowledge

Needs

- Brenda wants to study more subjects related to games. More information about classes in other courses is essential
- She wants to be able to talk to people who have already studied the subject

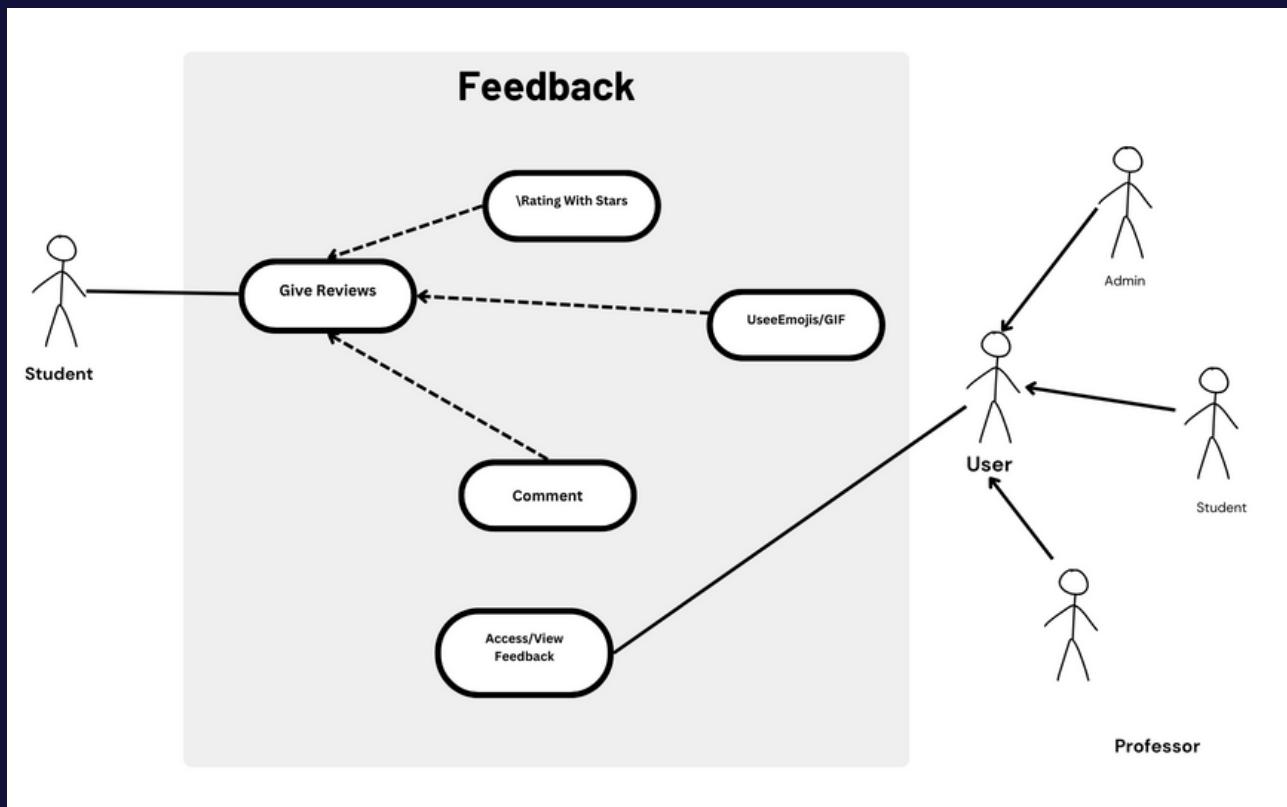


UML



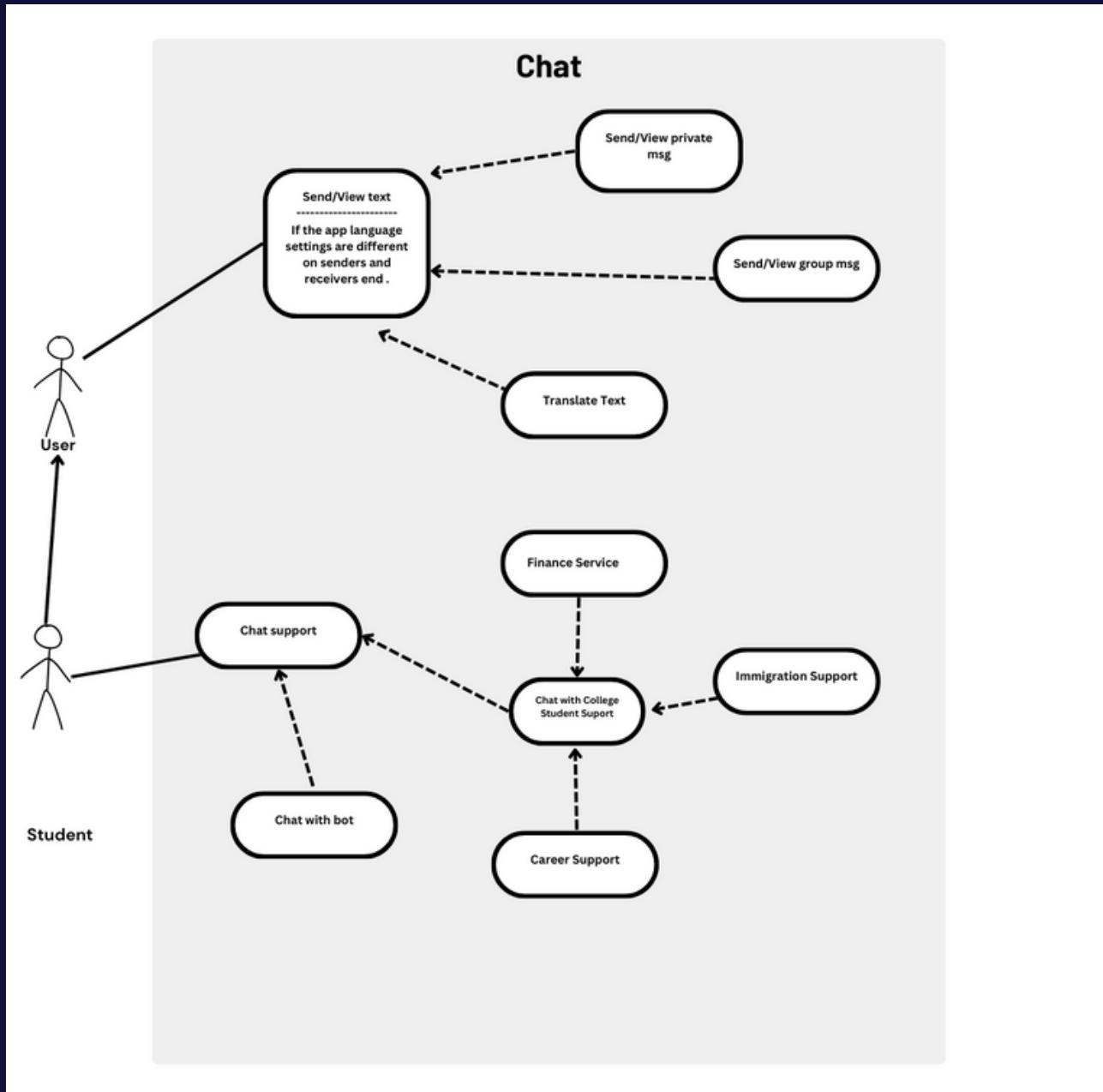


UML



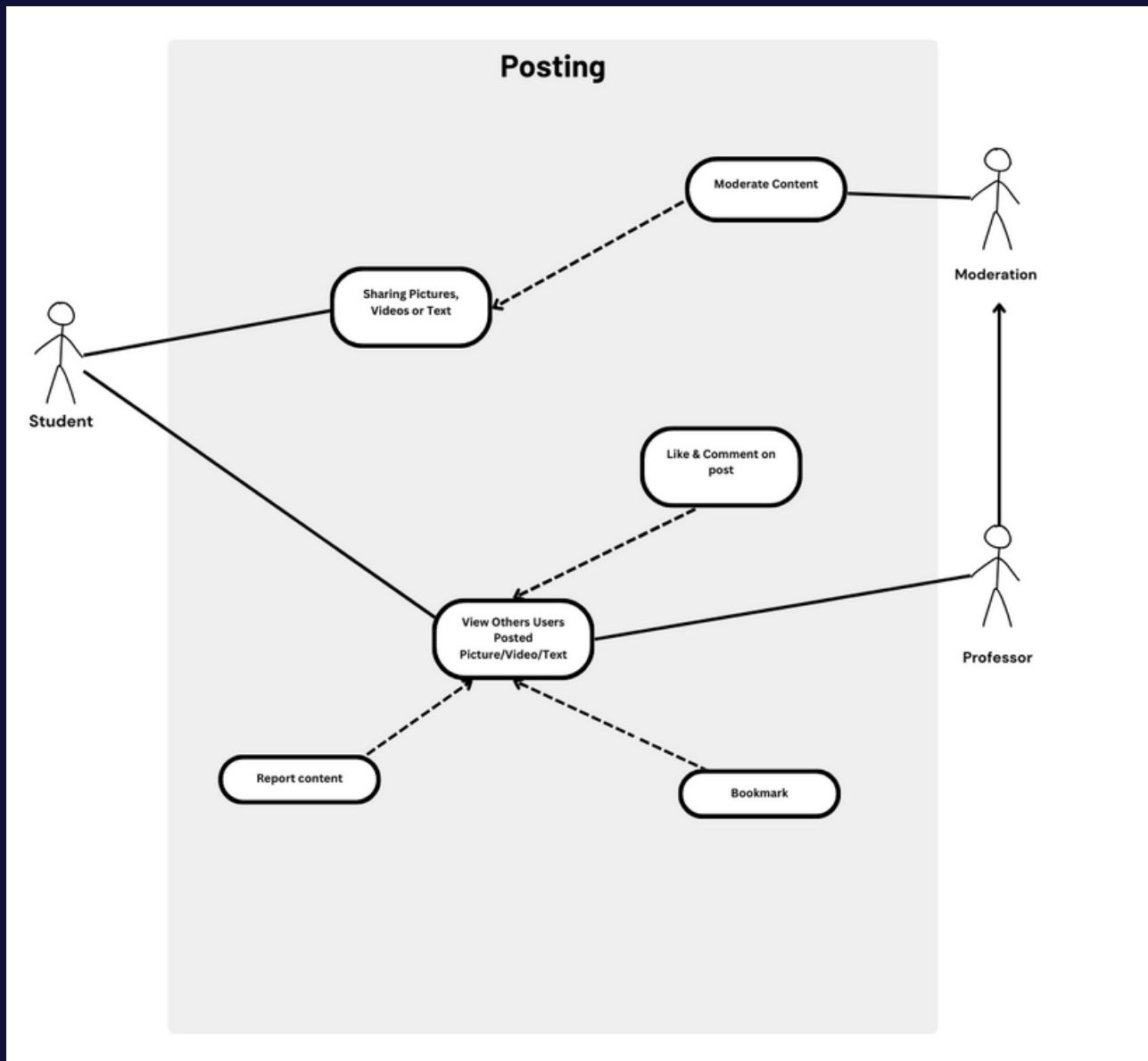


UML



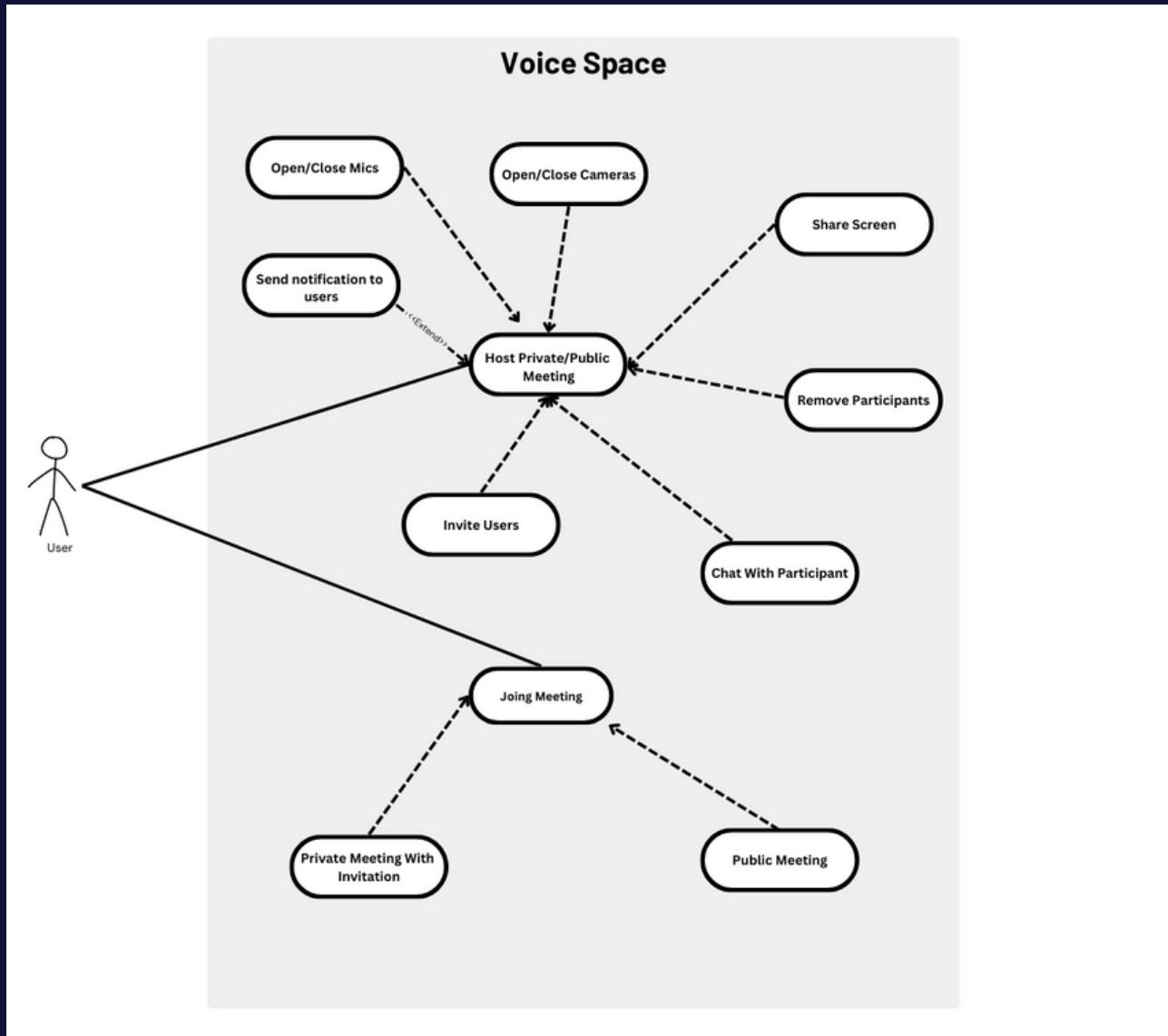


UML



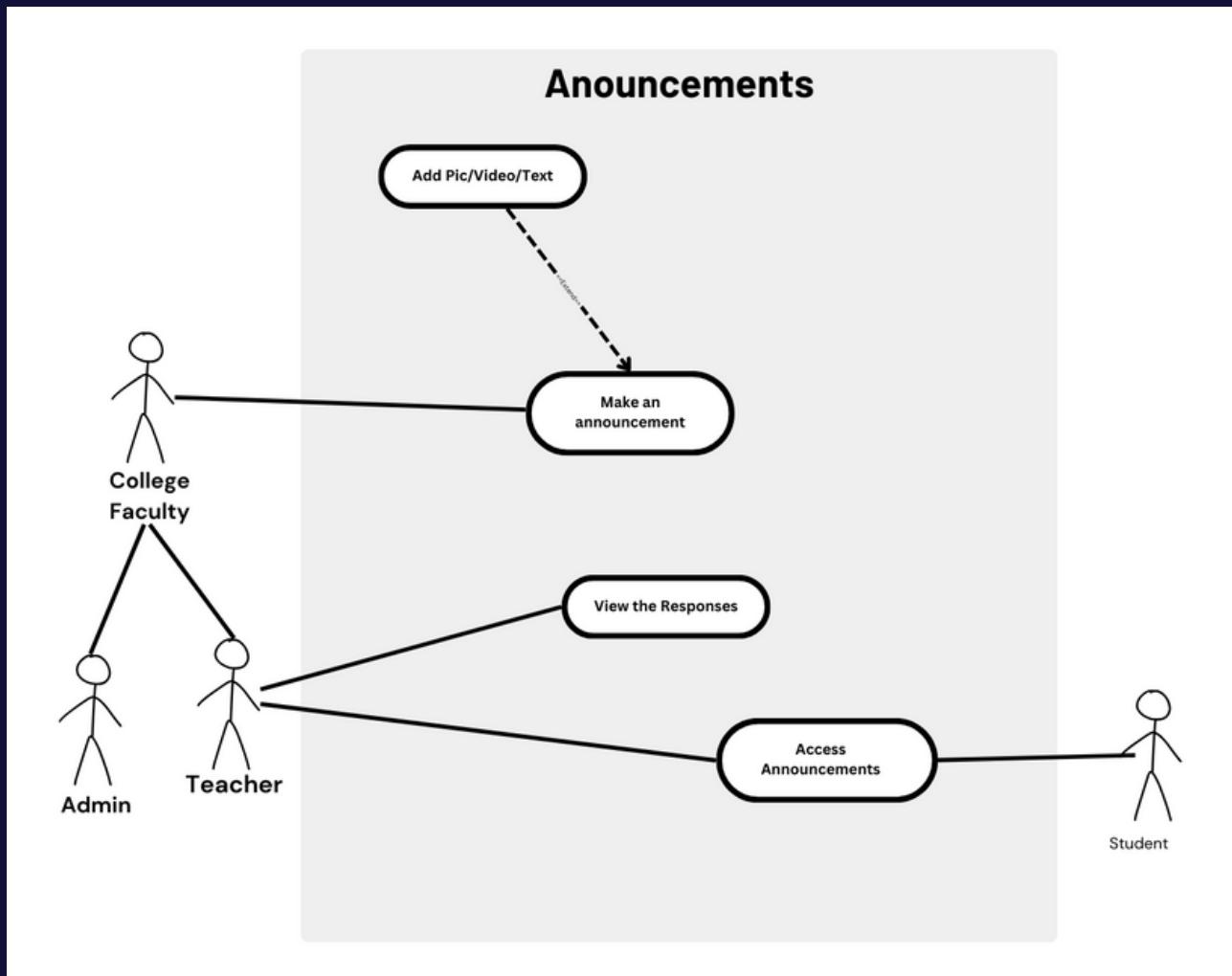


UML



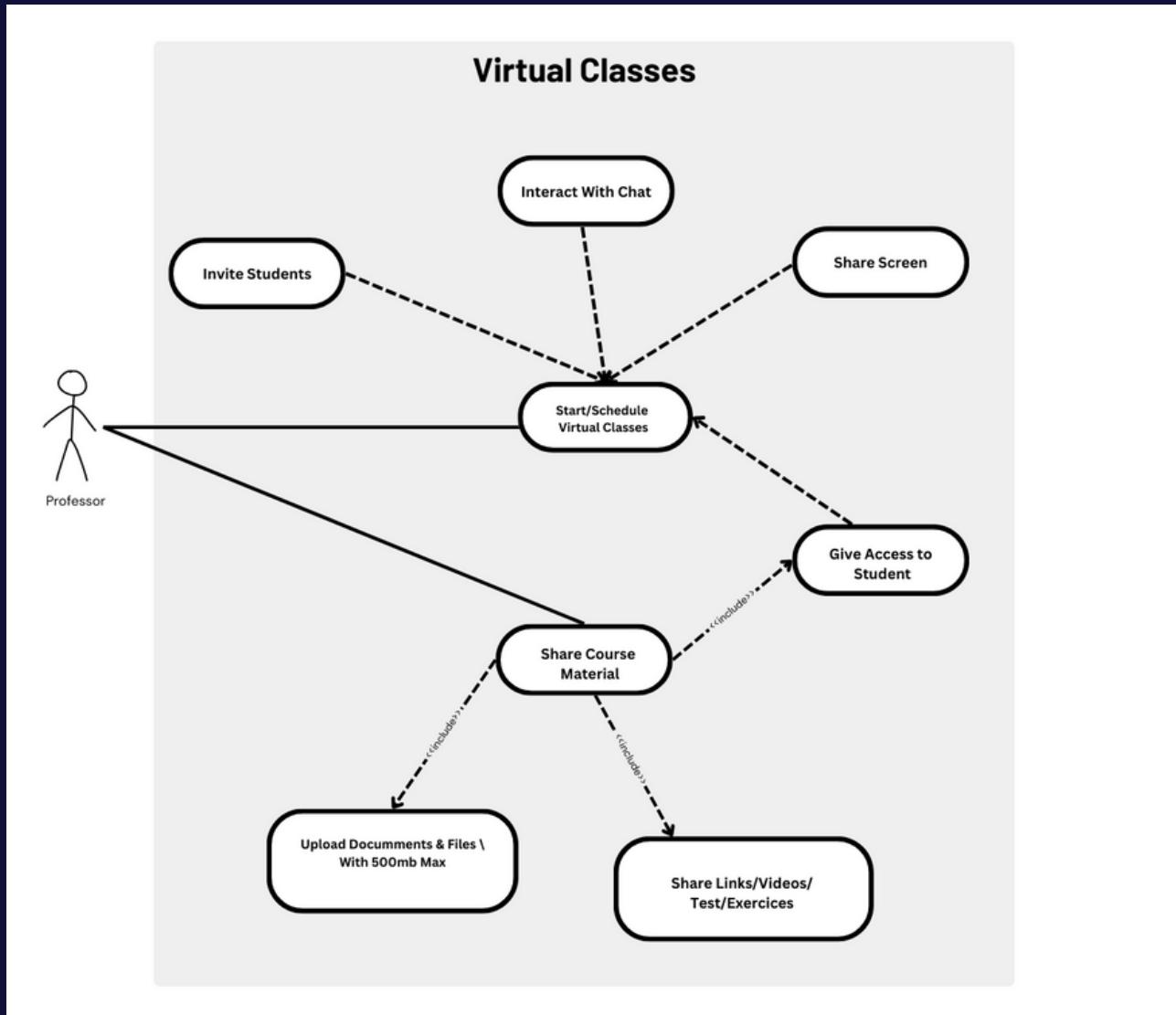


UML



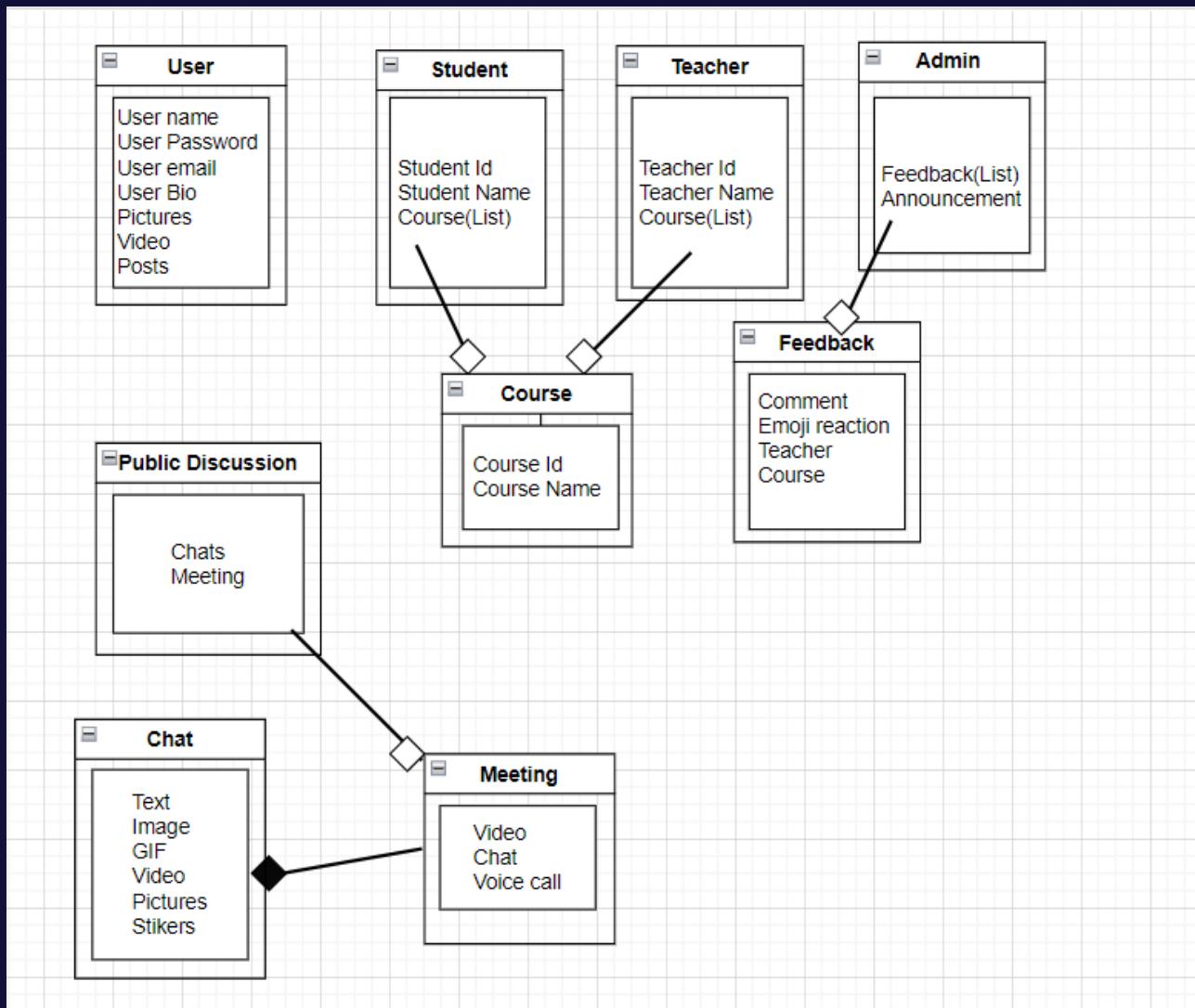


UML





Class Diagram





S.M.A.R.T

SMART GOALS:

- 1 Specific: Deliver and Build Campbuzz App With Release's in mind with all the functionality and an intuitive user interface with a stable revenue stream.
- 2 Measurable: Within the next few month, complete the development , and ensuring that the planned features of the release are implemented and tested , also it must meet the acceptace criteria
- 3 Achievable: we will Assemble a dedicated and passionate team of strategists and business analysts to do research on the competition, and compile all market information, and identify different revenue streams also Utilize all industry data to ensure that our business plan is cost effective and achievable.
- 4 Relevant: The success of Campbuzz app largely depends on creating a high-quality app. It also should provide a roadmap for attracting clients as well as generating revenue for the company . The app must align with the company vision but also provide a reliable solution in the market.
- 5 Time-bound: complete the development and the testing phase with in the development period fixed by the team, and must be ready for the release. the regular viewing for reviews and also making necessary adjustment to ensure timely delivery



P.I.E.C.E.S

ALIGNMENT WITH P.I.E.C.E.S:

1 PERFORMANCE

- Throughput: Assess and enhance the app's ability to handle concurrent user activities.
- Response Time: Analyze and optimize response times for a seamless user experience.

2 Information and Data

- Outputs: Ensure information quality aligns with user expectations.
- Inputs: Streamline user inputs for efficiency and satisfaction.
- Stored Data: Implement robust data management for security.

3 Economics

- Profits: Explore market expansion and strategies for sustained profitability.

4 Control and Security:

Costs: Investigate cost transparency and mitigate financial risks.

5 Efficiency:

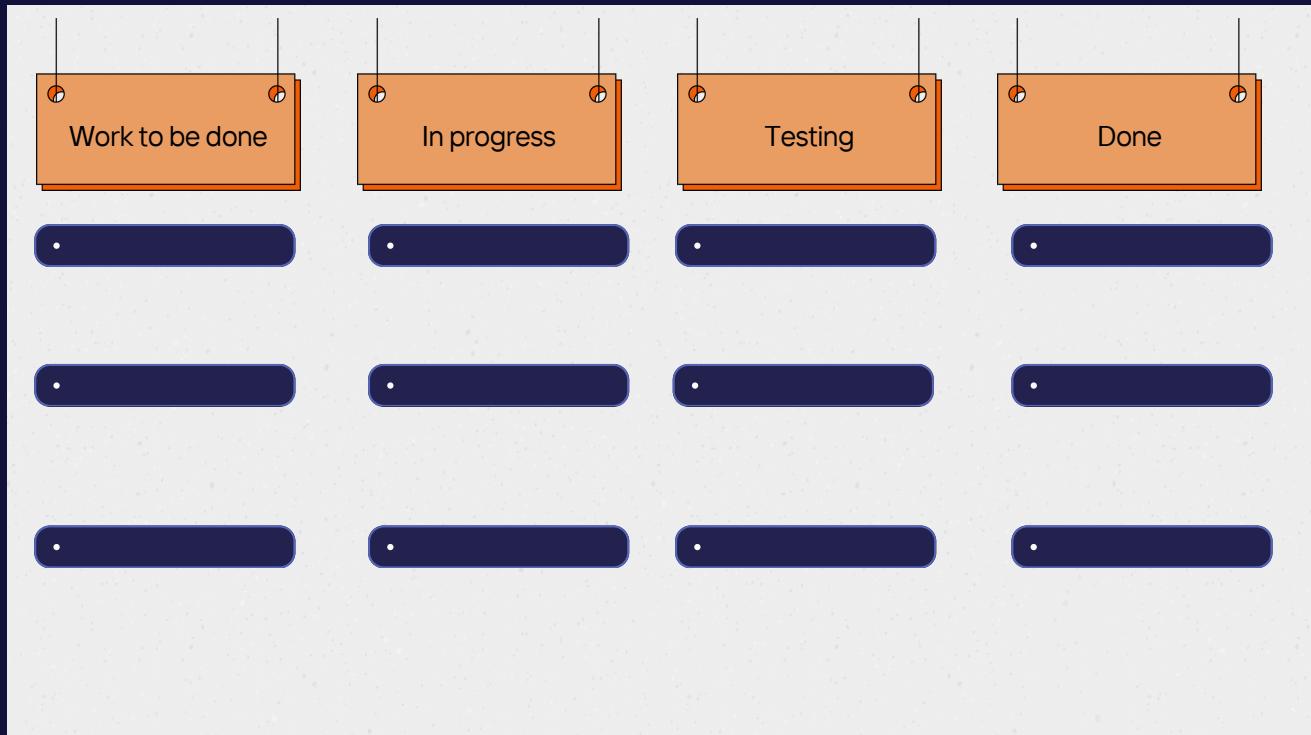
- Results: Ensure accuracy and consistency in generated outcomes.
- Waste: Minimize material and supplies waste through efficiency measures.

6 Services:

- Learning: Enhance user-friendliness and navigation.
- Flexibility: Adapt to exceptional situations and changing user needs.
- Compatibility: Ensure compatibility with diverse devices and systems.

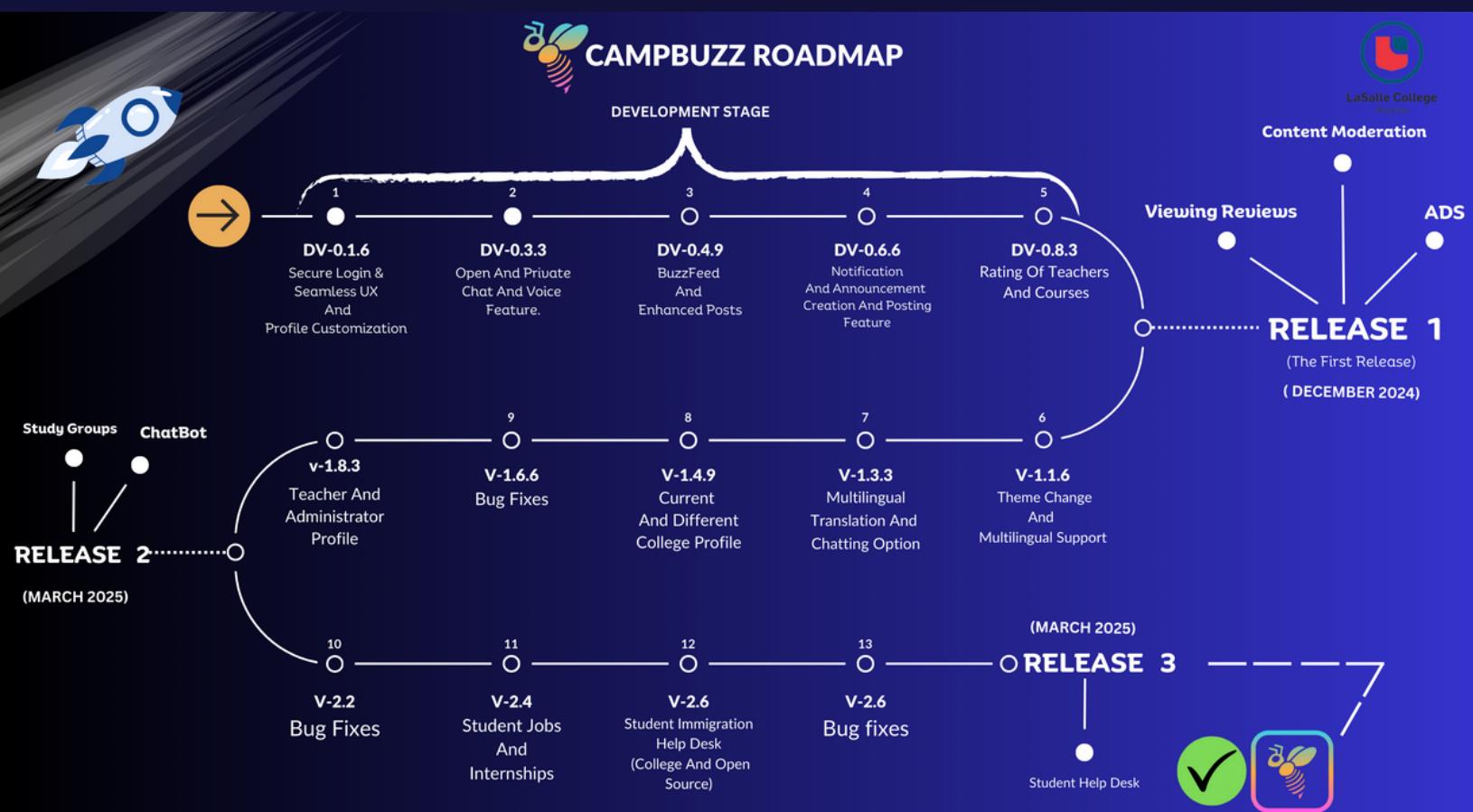


KanBan





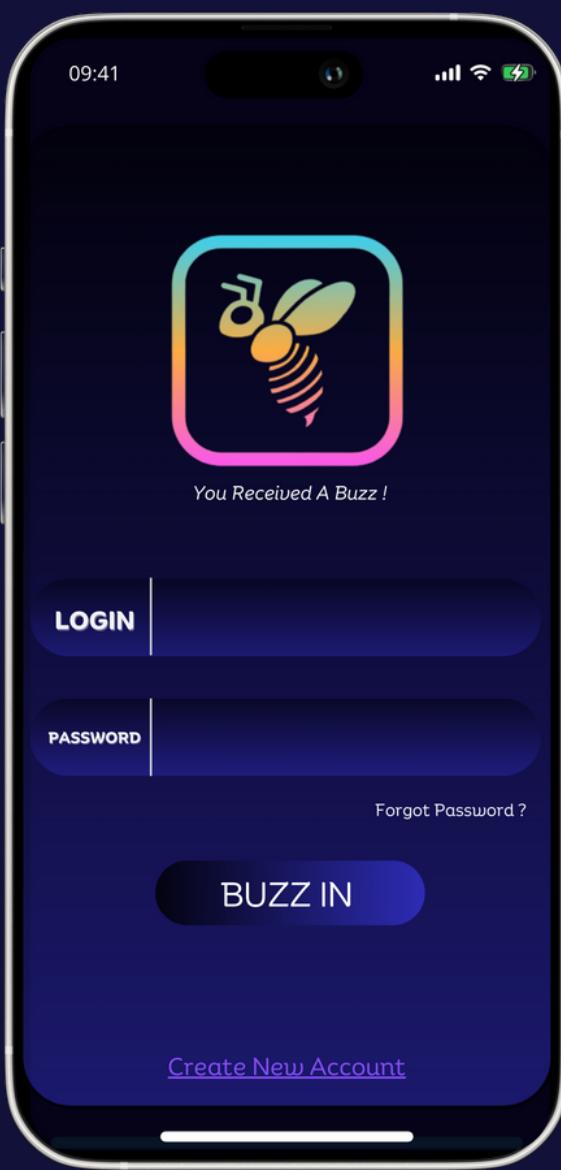
Release RoadMap



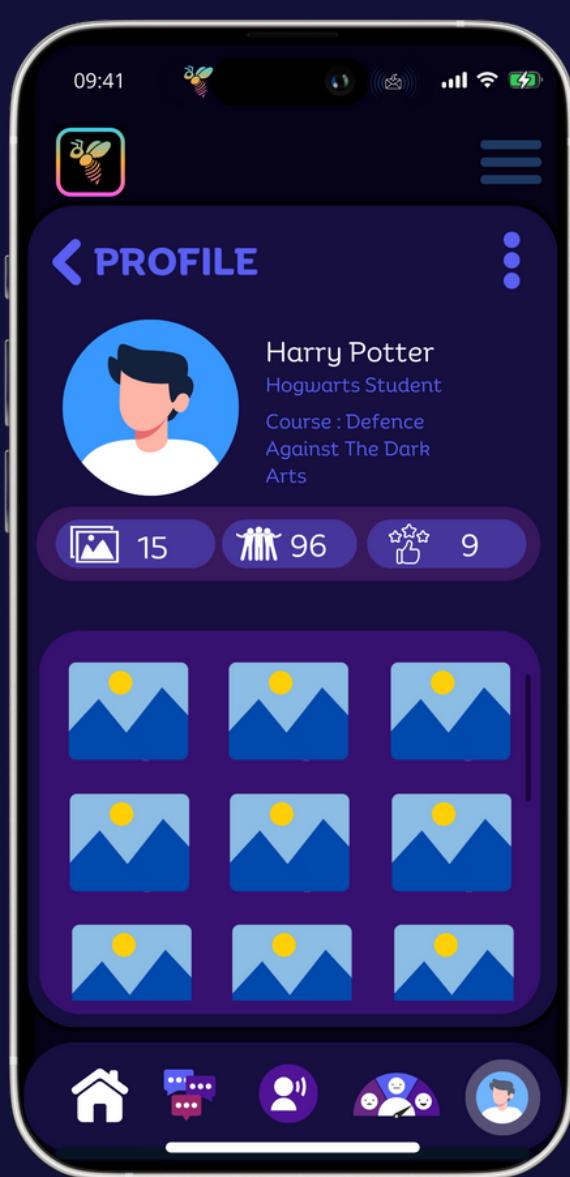


MockUps

LOGIN



PROFILE





MockUps

FEEDBACK

The Feedback screen displays a profile of Filius Flitwick from the Psychology Department with a 4.9 rating. It includes a 'DETAILED INFO' button and a 'RATE' button. Below this, a 'Reviews' section shows 1600 reviews with snippets like 'HE HAVE GREAT STUDY MATERIALS AND AN E...' and 'WHAT AN EXCELLENT TEACHER'. Each review has an 'INFO' button. A bottom navigation bar features icons for Home, Feedback, Profile, and Groups.

ANNOUNCEMENT POST

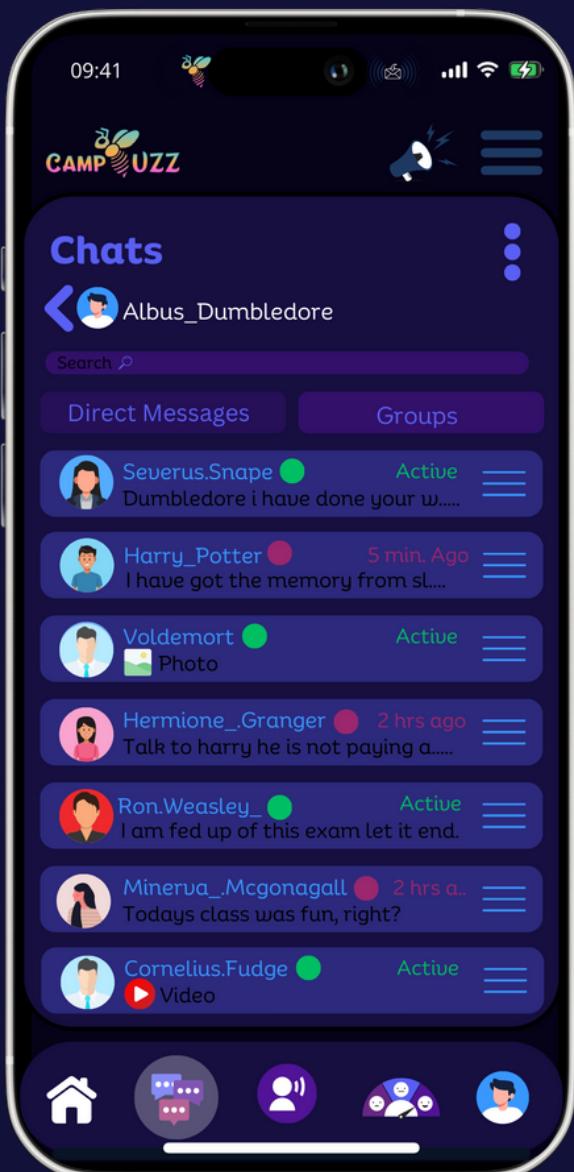
The Announcement Post screen allows users to 'CREATE' or 'VIEW' posts. It features a large upload area with an 'UPLOAD IMAGE OR VIDEO MAX 100 MB' button and a white arrow icon. Below it are fields for 'BUZZ TITLE:' and 'DESCRIPTION:'. A bottom navigation bar includes icons for Home, Feedback, Profile, and Groups, along with a Harry Potter crest icon.

ADMINISTRATOR

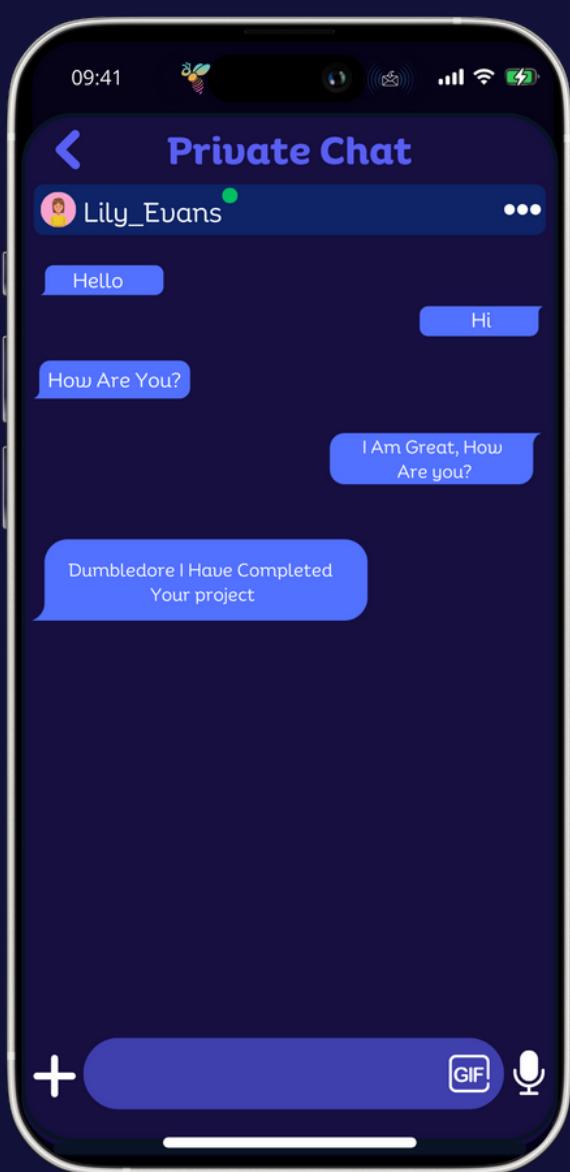


MockUps

CHAT



PRIVATE CHAT
SPACE



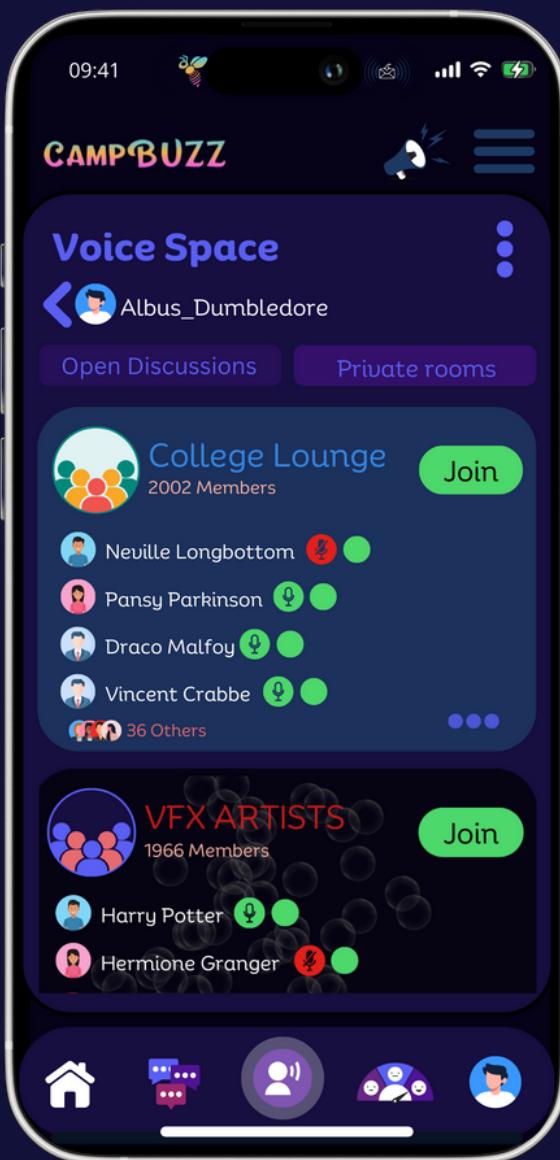


MockUps

BUZZ FEED



VOICE SPACE



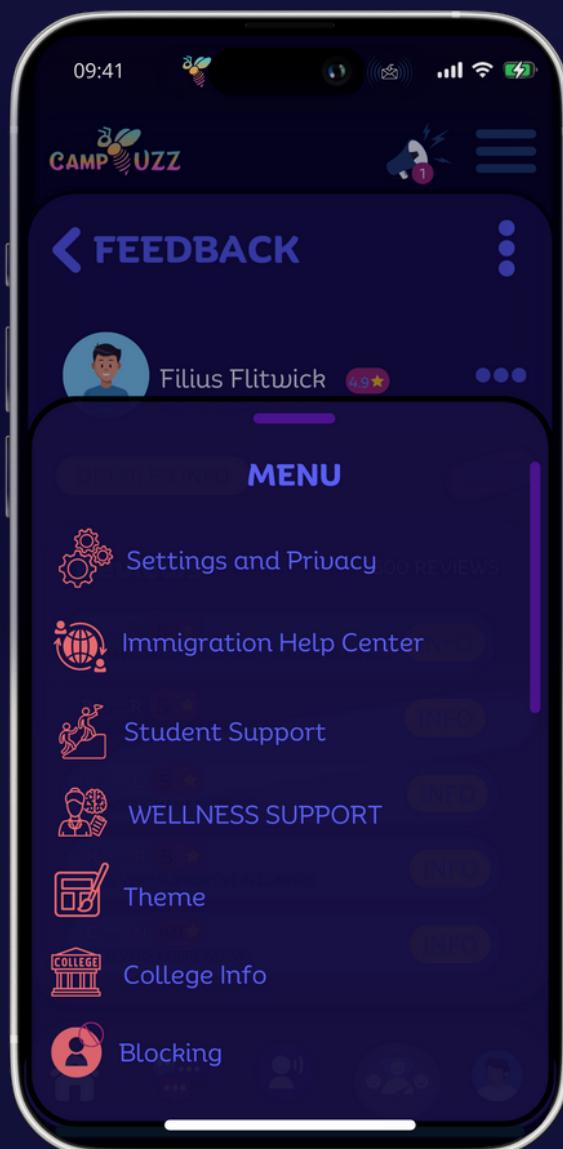


MockUps

ANNOUNCEMENT



MENU





Website MockUps

The mockup displays a dark-themed mobile application interface. At the top left is the 'CAMP BUZZ' logo. On the far right are icons for a megaphone and a menu. The main header reads 'BUZZ FEED'. Below it, a profile card for 'HARRY POTTER' (LASALLE STUDENT) is shown, featuring a blue circular icon with a white silhouette of Harry Potter. To the right of the profile is a three-dot menu icon. The central image is a blue-toned landscape with a yellow sun and two dark blue mountains. At the bottom of the feed are three interaction icons: a thumbs-up, a speech bubble, and a bar chart. On the far left, a vertical navigation bar lists 'HOME', 'CHAT', 'VOICE SPACE', 'FEEDBACK', and 'PROFILE' with corresponding icons.



THANKS
FOR
BUZZING
IN!



PROJECT APPENDIX



Team Charter

Innovation: We like thinking creatively and coming up with innovative ideas. We are not scared to question the status quo in order to generate novel ideas.

Integrity: We always act truthfully and openly. We adhere to strict ethical guidelines in order to maintain our clients' confidence, which is extremely essential to us.

Collaboration: We believe in collaboration. To reach our aims, we listen to everyone's suggestions and work as a team.

Excellence: We consistently strive for the highest level of quality in our work. We want every project we work on to be flawless and up to our high standards.

Ongoing Education: We encourage lifelong learning. To stay up with the changing needs of our sector, we believe in constantly developing our skills and expertise.



SWOT Analysis

STRENGTHS	WEAKNESSES
<ul style="list-style-type: none">• POSITIVE ATTITUDE• TEAM MEMBERS UNDERSTANDING EACH OTHER AND RESPECTING EACH OTHER PERSPECTIVE.• TEAM MEMBERS WITH DIVERSE SKILLS AND EXPERTISE RELATED TO THE PROJECT GOALS.	<ul style="list-style-type: none">• TEAM MEMBERS BEING LITTLE SHY WHILE EXPRESSING THEMSELVES.
OPPORTUNITIES	THREATS
<ul style="list-style-type: none">• UNDERSTANDING TO MANAGE PROJECTS AND WORKING IN TEAM PROFESSIONALLY .• OPPORTUNITY TO UNDERSTAND AND ANALYZE THE MARKET .	<ul style="list-style-type: none">• PROCRASTINATION COULD BE A BIG THREAT AS ALL THE TEAM MEMBERS HAVE DIFFERENT SCHEDULES. MAKING IT HARD TO FIX MEETING FOR THE TEAM DISCUSSIONS.

Communication Plan

Team communication platform : WhatsApp , Microsoft Teams

Team Meet Plan: Day = Tuesday, Time = 10:00 AM to 12:00 PM (Meeting in college)
or

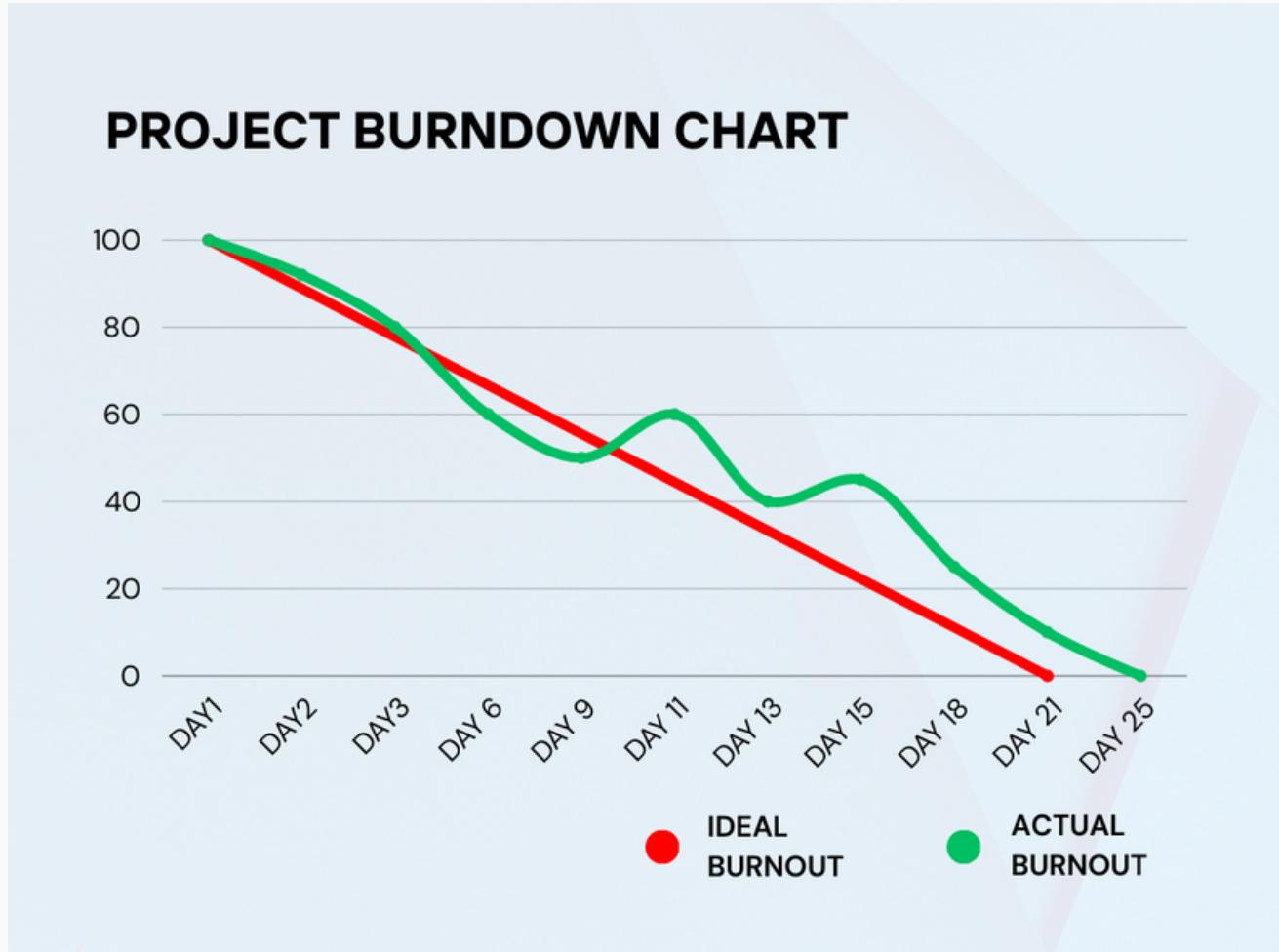
Friday, Time = 2:00 PM to 4:00 PM (Meeting in on teams)

Frequency: Once a week

Documentation: Shared word folder, Canva link for interface designing .



Burndown Chart



FINAL PROJECT
Scrum Master Log

Log Author: Payal

Team/APP/Information System: Buzznet Product Inc.

Product- CampBuzz application

Be sure to insert your log in chronological order in your project report Appendix. One log per meeting.

MEETING SPECIFICS

Meeting #	Date	Platform	Time	Duration
1	13/10/2023	Teams	12pm-2pm	2hr

ATTENDANCE

Name	Whole Meeting	Most of the Meeting	Parts of the Meeting - <i>how long?</i>	Absent	If a team member did not attend the whole meeting, specify the reason why
Payal	X				
Aryan	X				
Reena	X				
Diego	X				

DAILY SCRUM

While this is not happening on a daily basis, you are nonetheless required to conduct your meeting as you would a Daily Scrum. Please make sure you answer the questions in the columns in bullet point format.

Name	What have I done since our last meeting?	What am I doing until our next meeting?	What are my impediments?
Payal		Complete App logo	
Aryan		Create product poster	
Reena		Work on business case	
Diego		Help Aryan in product poster	

Product/Project Component	Not Yet	To Do	In Progress (% of completion)	Done	We have an Issue!
Business Case	x				
Product Vision & Box	x				
Personas	x				
User Stories Workshop (story and acceptance criteria)	x				
Estimation Planning & Moscow Prioritization	x				
TRELLO – final setup	x				
Product (Release) Roadmap	x				
Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)	x				
Design Mock-up	x				
Team Charter	x				
Meeting Logs	x				
Burndown Chart	x				
Retrospective	x				
Report (Outlining/Writing/Editing)	x				
Building Presentation Slides	x				
Dry Runs (practice presentation)	x				

IMPEDIMENTS

Are there any issues aside from the ones listed above that pertain to the product, the project, or the team, that you would like to elaborate on? Did you resolve them? If yes, how? If not, what is your strategy? Please answer, here.

Different schedules of team members might lead to delay in work.

Log Author: Payal

Team/APP/Information System: Buzznet Product Inc.

Product- CampBuzz application

Meeting #	Date	Platform	Time	Duration
2	17/10/2023	In person	11 am – 12pm	1 hr

ATTENDANCE

Name	Whole Meeting	Most of the Meeting	Parts of the Meeting -how long?	Absent	If a team member did not attend the whole meeting, specify the reason why
Payal	X				
Aryan	X				
Reena	X				
Diego	X				

DAILY SCRUM

While this is not happening on a daily basis, you are nonetheless required to conduct your meeting as you would a Daily Scrum. Please make sure you answer the questions in the columns in bullet point format.

Name	What have I done since our last meeting?	What am I doing until our next meeting?	What are my impediments?
Payal	Logo completed	Business case completing	
Aryan	Product poster done	App interface designing	
Reena	Searched about business case	Elaborate Product Vision and about the product	Work schedule
Diego	Poster done	Set up the Budget in written	Different college schedule

Product/Project Component	Not Yet	To Do	In Progress (% of completion)	Done	We have an Issue!
Business Case			50%		
Product Vision & Box			50%		
Personas	x				
User Stories Workshop (story and acceptance criteria)	x				
Estimation Planning & Moscow Prioritization	x				
TRELLO – final setup	x				
Product (Release) Roadmap	x				
Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)	x				
Design Mock-up	x				
Team Charter				x	
Meeting Logs			20%		
Burndown Chart	x				
Retrospective	x				
Report (Outlining/Writing/Editing)			10%		
Building Presentation Slides	x				
Dry Runs (practice presentation)	x				

IMPEDIMENTS

Are there any issues aside from the ones listed above that pertain to the product, the project, or the team, that you would like to elaborate on? Did you resolve them? If yes, how? If not, what is your strategy? Please answer, here.

Log Author: Reena

Team/APP/Information System: Buzznet Product Inc.

Product- CampBuzz application

Meeting #	Date	Platform	Time	Duration
3	24/10/2023	In person	11 am – 12pm	1 hr

ATTENDANCE

Name	Whole Meeting	Most of the Meeting	Parts of the Meeting -how long?	Absent	If a team member did not attend the whole meeting, specify the reason why
Payal	X				
Aryan	X				
Reena	X				
Diego	X				

DAILY SCRUM

While this is not happening on a daily basis, you are nonetheless required to conduct your meeting as you would a Daily Scrum. Please make sure you answer the questions in the columns in bullet point format.

Name	What have I done since our last meeting?	What am I doing until our next meeting?	What are my impediments?
Payal	Business case	Persona of Administrator and search about user stories	
Aryan	Created 5 App interface	Persona of International student and finalizing poster	
Reena	Added details to Product Vision	Persona of Teacher	
Diego	Set up the Budget in written	Persona of Domestic student and finalizing Budget	

Product/Project Component	Not Yet	To Do	In Progress (% of completion)	Done	We have an Issue!
Business Case				x	
Product Vision & Box			80%		
Personas		x			
User Stories Workshop (story and acceptance criteria)	x				
Estimation Planning & Moscow Prioritization	x				
TRELLO – final setup	x				
Product (Release) Roadmap	x				
Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)	x				
Design Mock-up			20%		
Team Charter	x				
Meeting Logs			30%		
Burndown Chart	x				
Retrospective	x				
Report (Outlining/Writing/Editing)	x				
Building Presentation Slides	x				
Dry Runs (practice presentation)	x				

IMPEDIMENTS

Are there any issues aside from the ones listed above that pertain to the product, the project, or the team, that you would like to elaborate on? Did you resolve them? If yes, how? If not, what is your strategy? Please answer, here.

Log Author: ARYAN

Team/APP/Information System: Buzznet Product Inc.

Product- CampBuzz application

Meeting #	Date	Platform	Time	Duration
4	3/11/2023	In person	11:30 am – 12:30pm	1 hr

ATTENDANCE

Name	Whole Meeting	Most of the Meeting	Parts of the Meeting -how long?	Absent	If a team member did not attend the whole meeting, specify the reason why
Payal	X				
Aryan	X				
Reena	X				
Diego	X				

DAILY SCRUM

While this is not happening on a daily basis, you are nonetheless required to conduct your meeting as you would a Daily Scrum. Please make sure you answer the questions in the columns in bullet point format.

Name	What have I done since our last meeting?	What am I doing until our next meeting?	What are my impediments?
Payal	Persona and search about user stories	User stories (10 points)	Mid- terms
Aryan	Persona and finalizing poster	Cover page and user stories (10 points)	Mid- terms
Reena	Persona	user stories (10 points)	Mid- terms
Diego	Persona and finalizing Budget	user stories (10 points)	Mid- terms

Product/Project Component	Not Yet	To Do	In Progress (% of completion)	Done	We have an Issue!
Business Case				x	
Product Vision & Box			30%		
Personas				x	
User Stories Workshop (story and acceptance criteria)		x			
Estimation Planning & Moscow Prioritization	x				
TRELLO – final setup	x				
Product (Release) Roadmap	x				
Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)	x				
Design Mock-up			60%		
Team Charter	x				
Meeting Logs			30%		
Burndown Chart	x				
Retrospective	x				
Report (Outlining/Writing/Editing)	x				
Building Presentation Slides	x				
Dry Runs (practice presentation)	x				

IMPEDIMENTS

Are there any issues aside from the ones listed above that pertain to the product, the project, or the team, that you would like to elaborate on? Did you resolve them? If yes, how? If not, what is your strategy? Please answer, here.

Different schedules of team members might lead to delay in work.

Midterm exam will require team members attention.

Log Author: ARYAN

Team/APP/Information System: Buzznet Product Inc.

Product- CampBuzz application

Meeting #	Date	Platform	Time	Duration
5	9/11/2023	In person	12:00 pm – 1:30pm	1:30 hr

ATTENDANCE

Name	Whole Meeting	Most of the Meeting	Parts of the Meeting -how long?	Absent	If a team member did not attend the whole meeting, specify the reason why
Payal	X				
Aryan	X				
Reena	X				
Diego			x		Busy schedule

DAILY SCRUM

While this is not happening on a daily basis, you are nonetheless required to conduct your meeting as you would a Daily Scrum. Please make sure you answer the questions in the columns in bullet point format.

Name	What have I done since our last meeting?	What am I doing until our next meeting?	What are my impediments?
Payal	10 User stories	Acceptance criteria , adding stories to release plan	Mid- terms
Aryan	Cover page and 10 user stories	Acceptance criteria , updating the mockup	Mid- terms
Reena	10 user stories	Acceptance criteria	Mid- terms
Diego	10 user stories	Acceptance criteria	Mid- terms

Product/Project Component	Not Yet	To Do	In Progress (% of completion)	Done	We have an Issue!
Business Case			80%		
Product Vision & Box				X	
Personas			50%		
User Stories Workshop (story and acceptance criteria)x			50%		
Estimation Planning & Moscow Prioritization		x			
TRELLO – final setup		x			
Product (Release) Roadmap		x			
Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)		x			
Design Mock-up			90%		
Team Charter				X	
Meeting Logs			50%		
Burndown Chart		x			
Retrospective		x			
Report (Outlining/Writing/Editing)			20%		
Building Presentation Slides	x				
Dry Runs (practice presentation)	x				

IMPEDIMENTS

Are there any issues aside from the ones listed above that pertain to the product, the project, or the team, that you would like to elaborate on? Did you resolve them? If yes, how? If not, what is your strategy? Please answer, here.

Different schedules of team members might lead to delay in work.

Midterm exam will require team members attention.

Log Author: Diego

Team/APP/Information System: Buzznet Product Inc.

Product- CampBuzz application

Meeting #	Date	Platform	Time	Duration
6	14/11/2023	In person	9:45-10:45	1 hr

ATTENDANCE

Name	Whole Meeting	Most of the Meeting	Parts of the Meeting -how long?	Absent	If a team member did not attend the whole meeting, specify the reason why
Payal	X				
Aryan	X				
Reena	X				
Diego	X				

DAILY SCRUM

While this is not happening on a daily basis, you are nonetheless required to conduct your meeting as you would a Daily Scrum. Please make sure you answer the questions in the columns in bullet point format.

Name	What have I done since our last meeting?	What am I doing until our next meeting?	What are my impediments?
Payal	Acceptance criteria , adding stories to release plan	Prioritize backlog , Moscow Prioritization , add more Persona	
Aryan	Acceptance criteria , updating the mockup	Prioritize backlog , Moscow Prioritization ,	
Reena	Acceptance criteria	Moscow Prioritization	
Diego	Acceptance criteria	Moscow Prioritization	

PROJECT STATUS

After the scrum, where would you say you are in the process? Mark an X in the appropriate box. The shaded grey area represents PRODUCT components, and the white background represent PROJECT components.

Product/Project Component	Not Yet	To Do	In Progress (% of completion)	Done	We have an Issue!
Business Case				X	
Product Vision & Box				X	
Personas				X	
User Stories Workshop (story and acceptance criteria)				X	
Estimation Planning & Moscow Prioritization			90%		
TRELLO – final setup			80%		
Product (Release) Roadmap		X			
Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)		X			
Design Mock-up				X	
Team Charter				X	
Meeting Logs			60%		
Burndown Chart		X			
Retrospective		X			
Report (Outlining/Writing/Editing)			60%		
Building Presentation Slides	X				
Dry Runs (practice presentation)	X				

IMPEDIMENTS

Are there any issues aside from the ones listed above that pertain to the product, the project, or the team, that you would like to elaborate on? Did you resolve them? If yes, how? If not, what is your strategy? Please answer, here.

Different schedules of team members might lead to delay in work.

Midterm exam will require team members attention.

Log Author: Diego

Team/APP/Information System: Buzznet Product Inc.

Product- CampBuzz application

Meeting #	Date	Platform	Time	Duration
7	21/11/2023	In person	9:30-11:00	1:30 hr

ATTENDANCE

Name	Whole Meeting	Most of the Meeting	Parts of the Meeting -how long?	Absent	If a team member did not attend the whole meeting, specify the reason why
Payal	X				
Aryan	X				
Reena	X				
Diego	X				

DAILY SCRUM

While this is not happening on a daily basis, you are nonetheless required to conduct your meeting as you would a Daily Scrum. Please make sure you answer the questions in the columns in bullet point format.

Name	What have I done since our last meeting?	What am I doing until our next meeting?	What are my impediments?
Payal	Prioritize backlog , Moscow Prioritization , add more Persona	Smart Goals	
Aryan	Prioritize backlog , Moscow Prioritization	Smart Goals	
Reena	Moscow Prioritization	UML schema	
Diego	Moscow Prioritization	UML schema in Canva	

PROJECT STATUS

After the scrum, where would you say you are in the process? Mark an X in the appropriate box. The shaded grey area represents PRODUCT components, and the white background represent PROJECT components.

Product/Project Component	Not Yet	To Do	In Progress (% of completion)	Done	We have an Issue!
Business Case			80%		
Product Vision & Box				X	
Personas				X	
User Stories Workshop (story and acceptance criteria)				X	
Estimation Planning & Moscow Prioritization			90%		
TRELLO – final setup			90%		
Product (Release) Roadmap		X			
Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)		X			
Design Mock-up				X	
Team Charter				X	
Meeting Logs			70%		
Burndown Chart		X			
Retrospective		X			
Report (Outlining/Writing/Editing)			60%		
Building Presentation Slides	X				
Dry Runs (practice presentation)	X				

IMPEDIMENTS

Are there any issues aside from the ones listed above that pertain to the product, the project, or the team, that you would like to elaborate on? Did you resolve them? If yes, how? If not, what is your strategy? Please answer, here.

Different schedules of team members might lead to delay in work.

Midterm exam will require team members attention.

Log Author: Reena

Team/APP/Information System: Buzznet Product Inc.

Product- CampBuzz application

Meeting #	Date	Platform	Time	Duration
8	28/11/2023	In person	10:00-11:00	1 hr

ATTENDANCE

Name	Whole Meeting	Most of the Meeting	Parts of the Meeting -how long?	Absent	If a team member did not attend the whole meeting, specify the reason why
Payal	X				
Aryan	X				
Reena	X				
Diego	X				

DAILY SCRUM

While this is not happening on a daily basis, you are nonetheless required to conduct your meeting as you would a Daily Scrum. Please make sure you answer the questions in the columns in bullet point format.

Name	What have I done since our last meeting?	What am I doing until our next meeting?	What are my impediments?
Payal	Smart Goals	Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)	
Aryan	Smart Goals	Sprint Planning (Potential breakdown of user stories into requirements and/or tasks) and roadmap	
Reena	UML	Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)	
Diego	UML schema in Canvas	Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)	

PROJECT STATUS

After the scrum, where would you say you are in the process? Mark an X in the appropriate box. The shaded grey area represents PRODUCT components, and the white background represent PROJECT components.

Product/Project Component	Not Yet	To Do	In Progress (% of completion)	Done	We have an Issue!
Business Case			80%		
Product Vision & Box				X	
Personas				X	
User Stories Workshop (story and acceptance criteria)				X	
Estimation Planning & Moscow Prioritization			95%		
TRELLO – final setup			95%		
Product (Release) Roadmap		X			
Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)		X			
Design Mock-up				X	
Team Charter				X	
Meeting Logs			70%		
Burndown Chart		X			
Retrospective		X			
Report (Outlining/Writing/Editing)			60%		
Building Presentation Slides	X				
Dry Runs (practice presentation)	X				

IMPEDIMENTS

Are there any issues aside from the ones listed above that pertain to the product, the project, or the team, that you would like to elaborate on? Did you resolve them? If yes, how? If not, what is your strategy? Please answer, here.

Different schedules of team members might lead to delay in work.

Midterm exam will require team members attention.

Log Author: Aryan

Team/APP/Information System: Buzznet Product Inc.

Product- CampBuzz application

Meeting #	Date	Platform	Time	Duration
9	5/12/2023	In person	9:30-11:00	1:30 hr

ATTENDANCE

Name	Whole Meeting	Most of the Meeting	Parts of the Meeting -how long?	Absent	If a team member did not attend the whole meeting, specify the reason why
Payal	X				
Aryan	X				
Reena	X				
Diego	X				

DAILY SCRUM

While this is not happening on a daily basis, you are nonetheless required to conduct your meeting as you would a Daily Scrum. Please make sure you answer the questions in the columns in bullet point format.

Name	What have I done since our last meeting?	What am I doing until our next meeting?	What are my impediments?
Payal	Sprint Planning	Report	
Aryan	Sprint Planning	Report	
Reena	Sprint Planning	Report	
Diego	Sprint Planning	Report	

Product/Project Component	Not Yet	To Do	In Progress (% of completion)	Done	We have an Issue!
Business Case				X	
Product Vision & Box				X	
Personas				X	
User Stories Workshop (story and acceptance criteria)				X	
Estimation Planning & Moscow Prioritization			95%		
TRELLO – final setup			95%		
Product (Release) Roadmap				X	
Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)			80%		
Design Mock-up				X	
Team Charter				X	
Meeting Logs			70%		
Burndown Chart		X			
Retrospective		X			
Report (Outlining/Writing/Editing)			60%		
Building Presentation Slides	X				
Dry Runs (practice presentation)	X				

Log Author: paypal

Team/APP/Information System: Buzznet Product Inc.

Product- CampBuzz application

Meeting #	Date	Platform	Time	Duration
10	7/12/2023	In person	9:00-12:00	3 hr

ATTENDANCE

Name	Whole Meeting	Most of the Meeting	Parts of the Meeting -how long?	Absent	If a team member did not attend the whole meeting, specify the reason why
Payal	X				
Aryan	X				
Reena				X	Not well
Diego				X	Absent due to strike

DAILY SCRUM

While this is not happening on a daily basis, you are nonetheless required to conduct your meeting as you would a Daily Scrum. Please make sure you answer the questions in the columns in bullet point format.

Name	What have I done since our last meeting?	What am I doing until our next meeting?	What are my impediments?
Payal	Report	Report	
Aryan	Report	Report	
Reena	Report	Report	
Diego	Report	Report	

PROJECT STATUS

After the scrum, where would you say you are in the process? Mark an X in the appropriate box. The shaded grey area represents PRODUCT components, and the white background represent PROJECT components.

Product/Project Component	Not Yet	To Do	In Progress (% of completion)	Done	We have an Issue!
Business Case					
Product Vision & Box				X	
Personas				X	
User Stories Workshop (story and acceptance criteria)x				X	
Estimation Planning & Moscow Prioritization				X	
TRELLO – final setup				X	
Product (Release) Roadmap				X	
Sprint Planning (Potential breakdown of user stories into requirements and/or tasks)				x	
Design Mock-up				X	
Team Charter				X	
Meeting Logs				X	
Burndown Chart				x	
Retrospective		x			
Report (Outlining/Writing/Editing)			70%		
Building Presentation Slides	x				
Dry Runs (practice presentation)	X				

IMPEDIMENTS

Are there any issues aside from the ones listed above that pertain to the product, the project, or the team, that you would like to elaborate on? Did you resolve them? If yes, how? If not, what is your strategy? Please answer, here.

Slited Still need to be done , very less work done on presentation.

Missing members on meetings

REVIEW

How is the product looking so far?

RETRO

How did the team do in this project?

NOTES

Most of the work is done .
Except for the presentation which require teams attention .
Also some members could have contributed more for the smooth working of the project .

BEST PRACTICES

Payal took most of the responsibility of project.
App interface and the Vision box – Done by Aryan
Done by Aryan

IMMINENT CHANGES

Be present in meeting and be more active .

Final Review

Final product looks just the way it was imagined .

Presentation was up to the mark . And everything was submitted before deadline

Retro

Payal

Problems: As a team we all started great , we had meeting and discussed about the product , but soon i felt as if team members had so issue in understanding the product vision . Even after explaining them multiple times , they were not able to give expected input on topic which needed our attention. As a team leader when ever i asked “if there is any other way we could do this , i had few or no point of views ”. Only Aryan was the one who debated with on various topics and what he felt was better to be added . As the product owner ,i thought i should give team members less work at once , and give them time to understand things but when i saw this effort was not very useful , i started taking maximum amount of responsibilities , because the idea of cambuzz was important to me and i wanted it to stand out .

Appreciation: Aryan did a commendable job in product interface and video, which made our report and presentation stand out today .Also learnt a number of interesting things about editing and video making

What I learned: If there is lack of understanding toward the goal in team , its better to discuss it with them , rather than just keeping it to myself . Also learnt the way of dealing members who are not able to give their real potential to work in future .

What could be done better: Better communication , members could have been more punctual in classes (that's where maximum team meetings took place.) .Team members could have taken more interest in the product and not just take it as random classwork.

Retro

Aryan

Appreciations:- Payal did a great job throughout the project I will for sure look forward to collaborating with her in future projects if possible, also Diego though he was missing a lot of classes but whenever he was in the team he always added value to the discussion of the project.

Lesson I have learned:- be selective in choosing the members if possible, but if I am in a similar group like this I will just tell them point blank to do the work they are supposed to do and not leave the majority portion for the other to fix.

What could be done better:-

everyone should have contributed equally to the project and half of the members should have taken this project more seriously as it is not a normal project but rather a life lesson on how to work better in a team.

Problems:-

though the project work was equally divided in the starting but the quality of the received work was not upto the mark and it contained a lot of errors so payal had to work on that to fix it with some help from me , so these errors continued throughout the project so by the end me and payal had decided to give the others less work as it was crucial for us to work efficiently.

Retro

Diego

Problems: Procrastination was the main problem of everyone in the group. With this, we often did some steps of the work a little last minute. However, the template of the work was passed to us in a way to be done and then it was totally changed at the last minute.

What I learned:

The lack of communication damaged the final result of the work

What you could do better:

Don't procrastinate and take more initiatives in the project stages.

Reena

Problems:

Unfair dividing of tasks for presentation and report. On the last day of report submission there was rush to complete a lot of tasks because the tasks were not divided prior.

Lessons learned: Own my place and value, choose people wisely

what you could do better: I should not let the same situation happen again in my life