					Week #	‡1 (10 hr	s / weel	k)		Wee	k #2 (1	0 hrs /	week)			Wee	ek #3	(10 hr	rs / wee	ek)			Week	(#4 (10	0 hrs /	week)	)		Wee	k #5 (5	hrs /	week)			Weel	k #6 (	hrs /	week	)		Wee	k #7	(5 hrs /	week	)		W	leek :	#8 (5	hrs i	/ wee	ek)				
			Initial Estimate	D1	D2 D3	3 D4	D5	D6 D7	D8	D9	D10 E	011 D1	12 D1	3 D14	D15	D16	D17	D18	D19	D20	D21 L	D22	D23 E	024 D	025 D	26 D2	27 D2	8 D29	D30	D31 D	032 D3	33 D34	4 D35	D36	D37	D38	039 D	40 D4	1 D42	D43	D44	D45	D46 D	47 D4	8 D4	9 D5	0 D5	51 D	52 D	053 E	D54 L	D55	D56			
			(Total Sprint Hours = 50 x 5)	3/11	3/12 3/1	3 3/14	3/15 3	3/16 3/1	7 3/18	3/19	3/20 3	/21 3/2	22 3/2	3 3/24	3/25	3/26	3/27	3/28	3/29	3/30	3/31	4/1	4/2 4	4/3 4	1/4 4	/5 4/6	6 4/7	7 4/8	4/9	4/10 4	/11 4/1	12 4/1:	3 4/14	4/15	4/16	4/17 4	/18 4/	19 4/2	0 4/21	4/22	4/23	4/24	4/25 4/	26 4/2	7 4/2	8 4/2	9 4/3	30 5	/1 5	5/2 5	5/3	5/4	5/5			
Backlog Item	Task	Task Owner																																																						
				250	245 24	0 235	230 2	225 220	215	210	205 2	200 19	95 19	0 185	180	175	170	165	160	155	<b>150</b> 1	145	140 1	135 1	30 12	25 12	20 11	5 110	105	100 9	95 91	0 85	80	75	70	65	60 5	5 5	45	40	35	30	25 2	0 1	5 10	) 5	0	-	-5 -	10 -	-15 -	-20	-25	Ideal	al Burn	ndo
			250	243	238 23	3 229	224 2	214 20	203	202	201 1	186 18	31 17	5 165	129	129	113	103	95	84	82	81	81 7	75 7	73 6	8 59	9 50	48	47	47 4	17 4	7 47	46	46	46	45	45 4	4 4	43	42	41	40	39 3	7 34	4 32	2 30	28	8 2	25 2	20 1	14	5	0	Dem	naining	og F
	Design Business Logic	Gurnoor	10	10	8	8 8	6	2	0 0	0	Λ	0	0	0 (	0	0	0	) ()	0	0	0	0	Ο	0	0	0	0	0 0	0	0	n	0 (	0 0	0	0	0	٥	0	0 0	0	0	Ω	0	0	n	n	n	n	0	0	0	0	_	1 Cilie	allillig	.g i i
Creating a ui mock up	Make wire-frame diagram	Sidharth	5	-	3		2	1	0 0	0	0	0	0	0 (	0	0	0	) 0	0	0	0	0	0	0	0	0	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0	0	0	0	0	0	0	0	0		0		0		- 1			
Creating a armook up	Identifying stories/tasks	Vimanyu	10	_	9	8 7	7	7	5 5	5	5	5	4	3 7	3 3	3	2	, ,	1	0	0	0	0	0	0	0	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0	0	0	0	0	0	0	0	0	n	0	0		0				
Creating a scrum board	Estimating Tasks	Harsha	5		3	3 2	1	0	0 0	0	0	0	0	0 (	0	0	0	. 2	0	0	0	0	0	0	0	0	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0	0	0	0	0	0	0	0	0	n	0	0		0	- 1			
creating a seram board	Create and update Git repository	Sparsh	10	- 1	8	-	4	4	4 4	-	4	3	2	1 (	0	0	0	) 0	0	0	0	0	0	0	0	0	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0	0	0	0	0	0	0	0	0	0	0	0		0	- 1			
Creating a centralized team repository	Circulate the platform details within the team	Vimanvu	5	-	3	2 2	2	1	0 0	0	0	0	0	0 (	0	0	. 0	, 0	0	0	0	0	0	0	0	0	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0		0	0	0	0	0	0	0	0	0	0	-	0				
creating a centralized team repository	Research the framework to be used for front-end	Sidharth	10	+ -	-	10 10	10	10 1	0 10	10	10	10	10 1	10 10	10	10		. 4	2	2	0	0	0	0	0	0	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0	0	0	0	0	0	0	0	0	0	0	0	-	0				
	Research the framework to be used for back-end	Harsha	10	10		0 7	7	10 I	5 5	- 10	- 10		2	2 /	10	10	2	4	0	0	0	0	0	0	0	0	0	0 0	. 0	0	0	0 (	0 0	0	0	0	0	0	0 0		0	0	0	0	0		0	0	0	0		0	- 1			
earching the technology stack to be used	Research the Test framework	Gurnoor	10	-	10 1	0 /	10	10 1	0 10	10	10	6	ى د	4 4	2 2	2	. 2	. 1	0	0	0	0	0	0	0	0	0	0 0		0	0	0 (	0 0	0	0	0	0	0	0 0	1 0	0	U	0	0	0	0	0	0	0	0		0	- 1			
earching the technology stack to be used	Design Business Logic	Sparsh	10	-	10 1		10	0 1	0 10	10	10	0	2	4 (	0	U	. 0	, ,	0	0	0	0	0	0	0	0	0	0 0	. 0	0	0	0 (	0 0	0	0	0	0	0	0 0	0	0	0	0	0	0	0	0	0	0		0		- 1			
	Design User Interface		10	-		10 10	10	10 1	0 0	0	- 4	3	4	4		4	4		4	0	2	2	2	0	0	0	0	0 0	. 0	0	0	0 (	0 0	0	0	0	0	0	0 0		0	0	0	0	0	0	0	0	0	0	-	0				
	Implement Back-End Code	Vimanyu		-	10 1	10 10	10	10 1	0 8	40	40	40	4	4 4	10	40	4	. 4	4			-	-	0	-	4	0	0 0		0	0	0 (	0 0	0	0	0	0	0	0 (	0	0	0	0	0	0	0	0	0	0	0	-	-				
	F	Gurnoor	10			10 10	10	10 1	0 10	10	10	10	10 1	10 10	, ,,	10		/	-	5	5	5	5	5	5	4	3	0 0		0	0	0 (	0 0	0	0	0	0	0	0 (	0	0	0	0	0	0	0	0	0	0	0	-	0				
beep sound when no card is scanned and presses any of the buttons on the screen	Complete Unit Testing Write Documentation	Gurnoor Sparsh	10			10 10 10 10	10	10 1	0 10	10	10	10	10 1	10 10	10	10	10	10	7	5	5	6	5	5	5	5	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 (	0	0	0	0	0	0	0	0	0	0	0	-	0				
presses any of the buttons on the screen	Customer name validation	Vimanyu	5	5	10 1	5 5	10	10 1	0 10	10	10	10	10 1	5 1	, ,	- /	,	,	0	,	′	0	0	0	0	4	4	0 0	. 0	0	0	0 (	0 0	0	0	0	0	0	0 (	0	0	0	0	0	0	0	0	0	0	0	0	0				
	Customer rame varidation  Customer zip code validation	Sidharth	10	-	10 1	5 5 10 10	10	10 1	0 10	10	10	10	10 1	0 10	) 0	0		) 0	0	0	0	0	0	0	0	0	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0	0	0	0	0	0	0	0	0	0	0	0		0	- 1			
Credit card is scanned and validated	Customer bank balance validation	Harsha	10			10 10	10	10 1	0 10	10	10	5	5	5 7	3 3	3	3	. 0	0	0	0	0	0	0	0	0	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0	0	0	0	0	0	0	0	0	0	0	0		0	- 1			
Credit card is scarnied and validated	Implement Back-End Code	Vimanyu	10	-		10 10	10	10 1	0 10	10	10	10	10 1	10 5	3 0	0	. 0	, 0	0	0	0	0	0	0	0	0	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0	0	0	0	0	0	0	0	0	n	0	0	-	0				
	Implement Front-End Code	Sparsh	10	-	10 1	10 10	10	10 1	0 10	10	10	10	10 1	10 10	10	10	5	5	4	3	3	3	3	3	2	2	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0	0	0	0	0	0	0	0	0	n	0	0	-	0				
	Complete Unit Testing	Sidharth	15	-		15 15	15	15 1	5 15	15	15	15	15 1	15 16		0	. 0	) 0	0	0	0	0	0	0	0	0	0	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0	0	0	0	0	0	0	0	0	0	0	0		0				
Gas and Fuel Type selection	Design User Interface	Harsha	15	-		15 15	15	15 1	5 15	15	15	15	15 1	15 16	15	15	12	12	12	10	10	10	10	6	-	2	2	0 0	0	0	0	0 (	0 0	0	0	0	0	0	0 0		0	0	0	0	0	0	0	0	0	0		0	- 1			
Gas and Fuel Type selection	Implementing Design Patterns - Part 1	Gurnoor	10	-		10 10	10	10 1	0 10	10	10	10	10 1	10 10	10	10	10	10	10	10	10	10	10	10	10	10 1	10 1	0 10		0	0	0 (	0 0	Ω	Ω	7	7	6	6 6	6	6	6	6	6	5	5	5	5	5	4	-	1				
	Testing and Updating	Vimanyu	10	-		10 10	10	10 1	0 10	10	10	10	10 1	10 10	10	10	10	10	10	10	10	10	10	10	10	10 1	10 1	n a	9	a	a	a (	a a	a	a	q	a	a	a c	9	a	a	a	a	a	a .	a	a	8	6	-	2				
	Class and Sequence Diagram generation	Harsha	10	-		10 10	10	10 1	0 10	10	10	10	10 1	10 10	10	10	10	10	10	10	10	10	10	10	10	10 1	10 1	0 10	10	10	10 1	10 10	0 10	10	10	10	10	10 '	0 10	10	10	10	10	9	8	7	6	5	4	3		1	- 1			
	Implementing Design Patterns - Part 2	Sparsh	10			10 10	10	10 1	0 10	10	10	10	10 1	10 10	10		10	10	10	10	10	10	10	10	10	10 1	10 1	0 10	10	10	10 1	10 10	0 10	10	10	10	10	10 1	0 10	10			10	10 1	0	9	8	7	6	5	3					
Extra Feature functionality	Implementing Design Patterns - Part 3	Sidharth	10	-	10 1		10	10 1	0 10	10	10	10	10 1	10 10	10	10	10	10	10	10	10		10	10	10	10 1	10 1	0 9	9	9	9	9 9	9 9	9	9	9	9	9	9 8	-	6		4	3	2	2	2	2	2		2		- 1			
Team Members:	,			.,,				-						· · ·	0										-			-		-				-		-		Ť		<u> </u>			Ť				Ť	Ť	Ť	_	Ť	-	-			
Sidharth	10 hours/week																																																							
Harsha	10 hours/week																																																							
Gurnoor	10 hours/week																																																							
Sparsh	10 hours/week																																																							
Vimanyu	10 hours/week																																																							
Total Time available	250 hours																																																							

