Sprint 3 Plan

Product: NVMe over Fabric

Team: NVMe

Completion Date: 3/10/16

Revision Number: 1.0

Revision Date: 2/13/16

GOAL

By the end of Sprint 3 we want nbdX relatively stable and to have performed, documented, and graphed throughput benchmarks over the connection.

TASK LISTING

1. As a developer, I need to understand the nbdX server technology so that I can better understand the higher layers of the technology stack that I am utilizing.
    a. Task 1: Read online documentation regarding the technology and uses of the nbdX server (2 ideal hours)
    b. Task 2: Understand the Accelio and nbdX source code due to instability of existing code. (8 ideal hours)

    User Story Total: 10 ideal hours

2. As a developer, I need to understand the RoCE protocol so that I can better understand the lower layers of the technology stack that I am utilizing.
    a. Task 1: Read RoCE protocol specification (2 ideal hours)

    User Story Total: 2 ideal hours
3. As a developer, I need to run initial benchmarking of throughput so that I can establish a baseline.
    a. Task 1: Work out the set of benchmarks to run and the necessary parameters. (2 ideal hours)
    b. Task 2: Run benchmarks a sufficient number of times for a large sample size. (3 ideal hours)
    c. Task 3: Graph data from the benchmarks and identify trends. (3 ideal hours)

    User Story Total: 8 ideal hours
4. As a developer, I need to tune the RDMA performance so that I can achieve ideal throughput speeds.
    a. Task 1: Compile and document list of settings to change for RDMA performance tuning (3 ideal hours)
    b. Task 2: Implement setting changes on both servers (3 ideal hours)

    User Story Total: 6 ideal hours
5. As a user of the system, I must be able to read online documentation of NVMe over Fabric so that I can build and run the project.
    a. Task 1: Create research and planning documentation relating to our important tools and procedures, and publish on GitHub (6 ideal hours)

b. Task 2: Create implementation documentation that describes the steps required to implement our tools and procedures, and publish on GitHub (8 ideal hours)

User Story Total: 14 ideal hours

TEAM ROLES

John: Developer

Alice: Developer and Initial liaison for the sponsor and professor

Coy: Developer

Jayden: Developer

Eric: Developer

Kevin: Scrum Master and developer

INITIAL TASK ASSIGNMENT

John: 1, 2, 5

Alice: 1, 2, 3c, 5

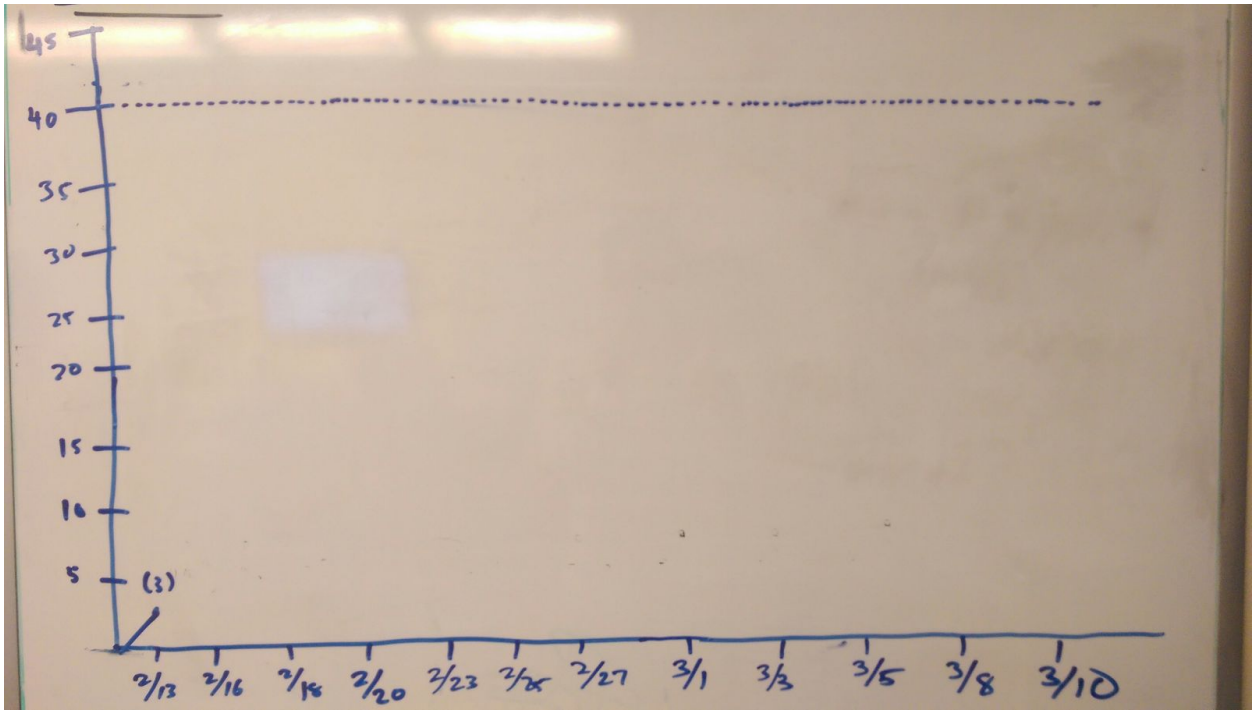
Coy: 1, 2, 5

Jayden: 1, 2, 3, 4, 5

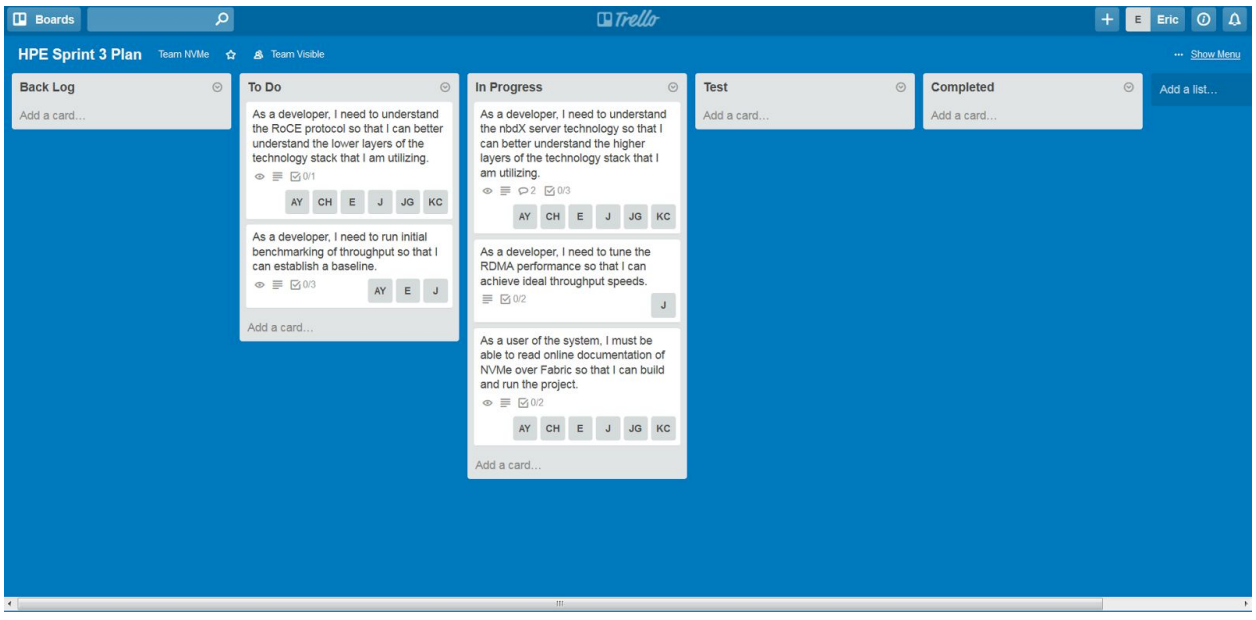
Eric: 1, 2, 3a, 5

Kevin: 1, 2, 5

INITIAL BURNUP CHART



INITIAL SCRUM BOARD



SCRUM TIMES

Tuesdays at 6:30 PM.

Thursdays at 7:00 PM with the TA, Daniel.

Saturdays at noon.