

| BACKLOG TASK & ID  | STORY POINTS | ASSIGNED TO                           |
|--|--------------|---------------------------------------|
|  |              |                                       |
| <b>User Story #1</b>   | <b>8</b>     |                                       |
| Create a simple GUI  |              | Jeffery Eisenhardt & Christine Colvin |
| One pane for modifying team roster   |              | Jeffery Eisenhardt                    |
| Adding players to roster   |              | Jeffery Eisenhardt & Christine Colvin |
| Storing player information in the  |              | Cole Aydelotte & Jalil Rodriguez      |
| Display player information as a roster   |              | Cole Aydelotte & Jalil Rodriguez      |
| <b>User Story #2</b>   | <b>1</b>     |                                       |
| The client needs to track number of free throws made and attempted on a daily basis.     |              | Cole Aydelotte & Jalil Rodriguez      |
| The client needs to track the number of three point shot attempts and number made daily. |              | Cole Aydelotte & Jalil Rodriguez      |
| The client wants to track specific data on players such as player number, player name.   |              | Jeffery Eisenhardt & Christine Colvin |
| Client wants to be able to sort the roster by player name or player number.              |              | Jeffery Eisenhardt & Christine Colvin |
| Archive players function   |              | Jeffery Eisenhardt & Christine Colvin |
| <b>User Story #3</b>   | <b>5</b>     |                                       |
| Task   |              |                                       |
| Task   |              |                                       |

|               |   |  |
|---------------|---|--|
| Task          |   |  |
| Task          |   |  |
| User Story #4 | 8 |  |
| Task          |   |  |
| Task          |   |  |
| Task          |   |  |
| Task          |   |  |
| User Story #5 | 3 |  |
| Task          |   |  |
| Task          |   |  |
| Task          |   |  |
| Task          |   |  |
| TOTAL         |   |  |

# AGILE SPRINT BACKLOG WITH BURNDOWN CHA

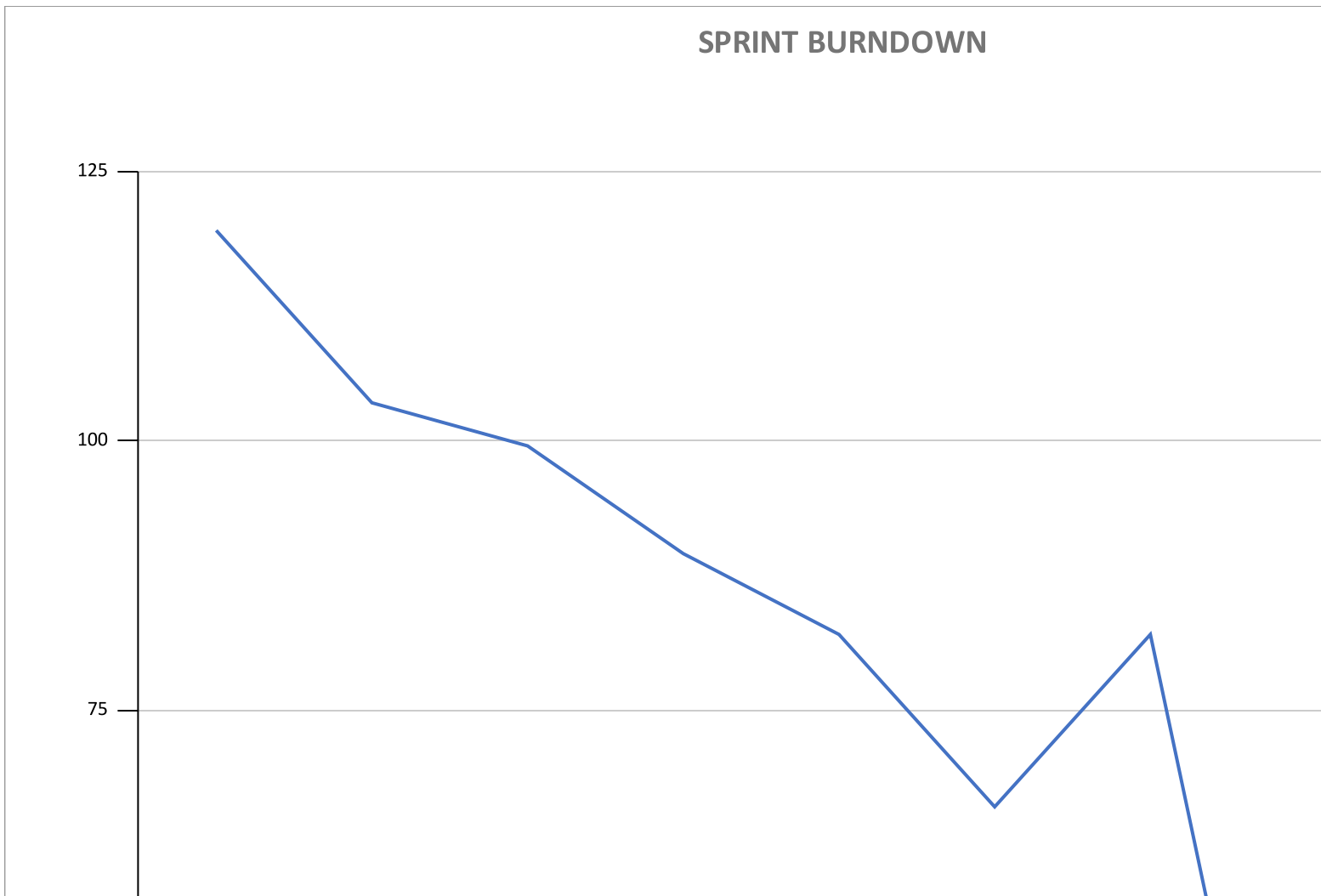
| STATUS | ORIGINAL<br>ESTIMATE | DAY 1   | DAY 2    | DAY 3   | DAY 4    | DAY 5   | DAY 6    |
|--------|----------------------|---------|----------|---------|----------|---------|----------|
|        |                      | Tuesday | Thursday | Tuesday | Thursday | Tuesday | Thursday |
|        |                      |         |          |         |          |         |          |
|        | 8                    | 8       | 8        | 8       | 8        | 8       | 8        |
|        | 4                    | 4       | 4        | 4       | 4        | 4       | 4        |
|        | 12                   | 12      | 12       | 12      | 12       | 12      | 12       |
|        | 12                   | 12      | 12       | 12      | 12       | 12      | 12       |
|        | 12                   | 12      | 12       | 12      | 12       | 12      | 12       |
|        |                      |         |          |         |          |         |          |
|        | 3                    | 3       | 3        | 3       | 3        | 3       | 3        |
|        | 3                    | 3       | 3        | 3       | 3        | 3       | 3        |
|        | 3                    | 3       | 3        | 3       | 3        | 3       | 3        |
|        | 3                    | 3       | 3        | 3       | 3        | 3       | 3        |
|        | 6                    | 6       | 6        | 6       | 6        | 6       | 6        |
|        |                      |         |          |         |          |         |          |
|        | 8                    | 6       | 0        | 0       | 0        |         | 0        |
|        | 3                    | 1       | 3        | 3       | 3        |         | 0        |

# AGILE SPRINT BACKLOG WITH BURNDOWN CHART

|  |       |       |      |      |     |    |    |
|--|-------|-------|------|------|-----|----|----|
|  | 1.5   | 1     | 0.5  | 0.5  | 1   |    | 1  |
|  | 2     | 0.5   | 0    | 0    | 0   |    | 0  |
|  |       |       |      |      |     |    |    |
|  | 9     | 4     | 2    | 2    | 1   |    | 1  |
|  | 6     | 6     | 3    | 3    | 3   |    | 1  |
|  | 6     | 2     | 8    | 8    | 1   |    | 0  |
|  | 0.5   | 0.5   | 0.5  | 0.5  | 0   |    | 0  |
|  |       |       |      |      |     |    |    |
|  | 2     | 1     | 1    | 1    | 0.5 |    | 1  |
|  | 6     | 6     | 6    | 0.5  | 3   |    | 9  |
|  | 9     | 9     | 9    | 4    | 3   |    | 3  |
|  | 0.5   | 0.5   | 0.5  | 1    | 0.5 |    | 0  |
|  | 119.5 | 103.5 | 99.5 | 89.5 | 82  | 66 | 82 |

ART

| SPRINT REVIEW |  |
|---------------|--|
|               |  |
|               |  |
| 0             |  |
| 0             |  |
| 0             |  |
| 0             |  |
| 0             |  |
|               |  |
| 2             |  |
| 0             |  |
| 1             |  |
| 1             |  |
|               |  |
|               |  |
| 0             |  |
| 0             |  |



ART

|    |
|----|
| 0  |
| 3  |
|    |
| 0  |
| 1  |
| 1  |
| 0  |
|    |
| 1  |
| 0  |
| 3  |
| 1  |
| 14 |

