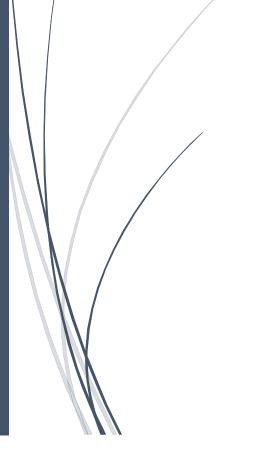
11/27/2021



Project management

Brief Review of the Project: **Gifting**Using Agile Methodology of Scrum



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Story Points Estimation Tables

Epic	Story	Complexity 1-5	Risk 1-5	Effort 1-5	CRE Sum 1-5
Log in/out	Log in to the website with Facebook (GIF-27)	4	2	3	9
Registration	Sign Up (GIF-32)	2	2	3	7
Website	Personal wallet (GIF-45)	3	4	4	11
User Account	History of orders (GIF-54)	3	2	3	8
Services	Live Chat Functionality (GIF-22)	5	4	5	14
Order Management	Automated Forms (GIF-50)	4	2	4	10
Marketing & Sales	Monthly Media Campaign plans (GIF-15)	1	1	4	6

Epic	Story	CRE Sum	Story Points	Swim Lanes
Services	Live Chat Functionality (GIF-22)	14	21	GIF-22
Website	Personal wallet (GIF-45)	11	13	GIF-41, GIF-21
Order Management	Automated Forms (GIF-50)	10	8	GIF-42, GIF-45, GIF-50, GIF-47
Log in/out	Log in to the website with Facebook (GIF-27)	9	5	GIF-27, GIF-16
User Account	History of orders (GIF-54)	8	3	GIF-29, GIF-26, GIF-39, GIF-38, GIF- 54, GIF-44, GIF-52, GIF-53
Registration	Sign Up (GIF-32)	7	2	GIF-28, GIF-30, GIF-32, GIF-33, GIF- 40, GIF-43, GIF-12, GIF-56
Marketing & Sales	Monthly Media Campaign plans (GIF-15)	6	1	GIF-13, GIF-35, GIF-34, GIF-37, GIF-31, GIF-36, GIF-48, GIF-17, GIF-20, GIF-23, GIF-15, GIF-25

Sprint Planning

Sprint Goal

Our sprint goal is to complete the designing, programming, and implementation of all log-in/log-out and registration features on the website.

Sprint Backlog

This sprint involves the web development team (web designers and web developers) who will work in parallel to complete the included epics: *Log in/out, Registration and User Profile*.

- Implementation of a login for users (1)
- Implementation of the ability to login with other social media/email accounts (Facebook/Meta, Google account, Apple ID) (3-5)
- Implementation of different passkey options (long passwords, 6-digit keys, pin numbers) (2)
- Implementation of a log-out feature for registered users (2)
- Implementation of a sign-up feature for unregistered users (2)
- Implementation of the ability for users to create a username (1)
- Implementation of an email verification process (2)
- Implementation of a mobile verification process (2)
- Implementation of a password recovery process (3)
- Implementation of information that can be added in the user profile such as Full Name, Address and E-mail Address (1)
- Implementation of the Payments settings/changes feature (3)

Daily scrum

11:00am – 11:15am CET via Google Meet, every workday

SPRINT DAY

Monday

Delegation of roles for the web development team, **begin** work on Sign up (GIF-32), Log in (GIF-13), Log out (GIF-30) and Username (GIF-35) stories. Hold: Deciding the final colour scheme for the 1st version of the website with the product owner.

Tuesday

User stories: GIF-32, GIF-13, GIF-30 and GIF-35 are **complete**. **Starting** work on logging-in with other online accounts and with PIN(GIF-26, GIF-27, GIF-28 and GIF-29).

Hold: Deciding additional services for the website with the product owner.

Wednesday

User stories: GIF-26, GIF-28 and GIF-29 are **complete**.

Log-in with Facebook (GIF-27) had an issue and even after dealing with it, it failed the QA so it's **in progress** list again. **Starting** work on different verification methods (GIF-33 and GIF-40), on password recovery/change (GIF-39) and the Full name deliverable (GIF-34).

Hold: Deciding about additional log-in options with the product owner.

• Thursday

User stories: GIF-33, GIF-39 and GIF-34 are **complete**. **Starting** work on adress (GIF-31) and email adress (GIF-37) as well as Language and Timezone settings (GIF-36).

No holds.

Friday

User stories: GIF-31, GIF-36 and GIF-37 are **complete**. **Starting** work on Payment settings (GIF-38). No holds.

Saturday

User stories: GIF-27, GIF-38 are **complete**. **Starting** work on History of orders and tailored designs story (GIF-54) **Scrum review** demoing to stakeholders.

Sunday

User stories: GIF-54 is still in progress. Retrospective meeting

Increment

By the end of the sprint the features mentioned in the backlog are correctly implemented and functioning as intended.

Sprint Retrospective

What went well

- Good collaboration
- Willingness to work
- Good pairing work was done despite remote work
- Have meeting mid-sprint to discuss additional stories
- Team working with transparency and in fast pace despite being new

What to improve

- Before picking any story, each story should have clear acceptance criteria
- Miscalculation of story points estimation. We need a more accurate way of estimating story size
- Misunderstanding of what needs to be done

Action Items

- Find more a accurate way of story point estimation
- Guarantee all points have clear acceptance criteria
- Guarantee specific items will have specific assignees and they will understand perfectly what the final product must be