



Web Engineering - Agile Scrum

Product Vision

"Our vision is to ignite the willpower of every student to reach their maximum potential by giving them the chance of a new perspective in education through diversity and inclusivity."

errutorculas/CMSC126

This is for the requirement in Web Engineering. Contribute to errutorculas/CMSC126 development by creating an account on GitHub.

 <https://github.com/errutorculas/CMSC126>



**When inclusivity is at reach,
change follow through.**

This is an SMS-based learning platform intended to facilitate effective feedback in modular learning. Students can also access a supplementary mobile application.

[Sign Up for Free](#) [Find Out More](#)



**To help the underprivileged to fully materialize the opportunity
to learn under any circumstances without the need to worry.**

“ ”

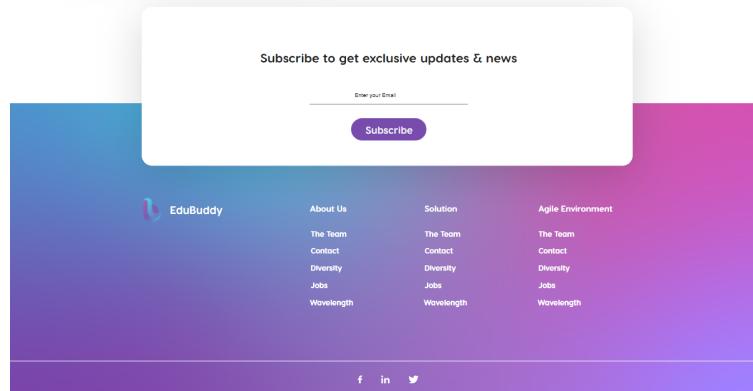
Make education accessible and available for all, no one should be left behind
and we need to strive to make education truly inclusive for all.



**Aims to integrate
empathetic solutions.**

Continuously immersing ourselves in the plight of students who
experience difficulty in coping and learning amid the remote
classroom setup.

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Agile Estimations

User Story, Value Points & Bang for the Bucks

Points

Value Points for Reference

Point Value	Time Estimation	Description
1 pt	<u>1 day - 6 hours or less</u>	Ideal story size
2 pts	<u>1 day - 6 hours or less</u>	Ideal story size
3 pts	<u>2 days - 12 hours or less</u>	Ideal story size
5 pts	<u>3 days - 18 hours or less</u>	Break into smaller stories prior in Sprint
8 pts	<u>3 days - 18 hours or less</u>	Break into smaller stories prior in Sprint
13 pts	<u>4 days - 30 hours or less</u>	Break into smaller stories during refinement
21 pts	<u>5 days - 48 hours or less</u>	Break into smaller stories during refinement
34 pts	<u>10 days - 78 hours or less</u>	Break into smaller stories during refinement
55 pts	<u>12 days - 60 hours or less</u>	Needs a lot of refinement due to complexity
89 pts	<u>15 days - 120 hours or less</u>	Needs a lot of refinement due to complexity
144 pts	<u>24 days - 190 hours or less</u>	Needs a lot of refinement due to complexity

Sprint Planning

The Developers and Product owner discussed that the items will be included in Sprint 2 are developing the framework of the website, hence, HTML, CSS, and JavaScript.

Daily Scrum

The developer spends 15-minute to assess the progress and review the plan the activities for the next 24 hours.

Sprint Retrospective

The Scrum Team assessed what could be improved for future Sprints and how to make it more efficient. After the Sprint 1, the team assessed that time-management is the key to the success and be more lenient toward the deadlines that was set beforehand. In result, it was applied in Sprint 2.

Scrum Artifacts

Product Backlog



Sprint Backlog



Schedule

Progress	Name	Sprint	Note
Completed	<u>Scrum Implementation</u>	Sprint 1	Research and make a PDF for the milestones of Scrum 1. Make video 7 mins max of explanation
Completed	<u>Sitemap</u>	Sprint 1	Use Microsoft Visio for the map. Research more what pages to include in a website. Make video 3 mins max of explanation
Completed	<u>Wireframe</u>	Sprint 1	Adobe XD for the wireframe. High fidelity wireframe. Make video 3 mins max of explanation

Progress	Name	Sprint	Note
Completed	<u>HTML</u>	Sprint 2	
Completed	<u>CSS</u>	Sprint 2	
Completed	<u>Javascript</u>	Sprint 2	
Completed	<u>Server-side Programming</u>	Sprint 3	
Completed	<u>Storing Data</u>	Sprint 3	
Completed	<u>DevOps</u>	Sprint 4	
Completed	<u>In Production</u>	Sprint 4	