

Project Sprint Planning Notes

Team: Group-P09-02:

Sprint: 0

Date: 09/08/2024

Attended:

Scrum Master: Sruthy Thrikkadikkunnath Ramesh

Product Owner: Jyothi Kundu

Development team: Ankita Nag Ayshi, Allegra Lipscombe, Ethan Siolis, Sukhman Singh, Wendy Uyen Vo

1. Goal

The goal of sprint 0 is to plan and design the VetCare application by completing essential project set up tasks. This includes defining user stories and finalizing the project requirements, designing the system architecture, and setting up the development environment. The sprint 0 here is aiming to ensure the team knows the project vision and all necessary preparation are in place to begin the development work for the upcoming sprints. [sprint 1 and 2]

2. Duration of the sprint

Start Date: 05/08/2024

End Date: 25/08/2024

Total Duration: 3 weeks

3. What is the team's vision for this sprint?

The product backlog will be including all the user stories, acceptance criteria, epics and tasks based on the requirements for the sprint 1. We will be also developing the system architecture which includes the database design and API structure. We will be making our UI diagram for our front end on this sprint 0, which later will be including in the Software Requirement Specification(SRS) document. The GitHub will be setting up which will be including the project repository and project board. Sprint0_backlog board will be having the product backlog which will be having the definition of done, and all the user stories of these backlog with its divided tasks will be under sprint 1. Sprint events like sprint

daily standup, sprint planning, sprint retro and sprint review will be conducting and documenting the meeting minutes showing the meeting synopsis.

Potential shippable product

By the end of the sprint 0, the team will have:

- An SRS document outlining all project requirements, architecture design and UI design.
- The GitHub project board and repository ready for next sprint.
- Sprint event documents ready for sprint 0 with meeting minutes.

4. Estimation in story points

The team used the Planning Poker method to estimate the story points for each task in the Sprint 0 backlog. The estimations were based on the difficulty, effort, and time required to complete each task.