

## **Sprint 0 Documentation**

### **Planning**

We were given the first requirement of the project by the project owner so the plan for the first sprint was to convert the requirements into user stories to populate the product backlog and play planning poker to assign a number to represent the effort each user story would take to aid in planning sprint backlogs.

### **Execution**

When we started trying to create the user stories, we started off by first creating epics to represent the bigger tasks we had to do. We then used these epics and broke them down into smaller parts to create our user stories. This whole process was done as a team, where all the team members started off by writing their own user stories, and then after some time we had a group discussion to talk about the user stories each member had created. Any duplicate user stories that were written were also removed during this group meeting stage. After we had finished writing the user stories, we went on to play planning poker to estimate how difficult we as a group believed each user story would be.

### **Review**

Overall, we thought that sprint 0 went quite well. We were able to convert all the requirements of the product owner into user stories and the product owner confirmed that all the user stories were acceptable during the sprint review.