

Pick-Up Sportz Management Plan

By

Chaz Del Prato

Christine Duong

John Him

Jamil Khan

Brandon Le

Benjamin Seo

Gantt Chart

Sprint #0

Pick Up Sportz

Product Manager:

Chaz Del Prato

Sprint #1

Pick Up Sportz

Product Manager:

Chaz Del Prato

Sprint #2

A | B

Pick Up S

Product Ma

Sprint #3

Pick Up Sportz										
Product Manager:										
Chaz Del Prato										
Project Start:	Mon, 8/26/2019									
Display Week:	10			Oct 28, 2019		Nov 4, 2019		Nov 11, 2019		Nov 18, 2019
TASK	ASSIGNED TO	PROGRESS	START	END	M	T	W	T	F	S
Sprint #3										
Code Release 2.0	All team members	100%	11/13/19	12/2/19						
User Manual	All team members	100%	11/13/19	12/2/19						
User Eval on code release v.2	All team members	100%	12/2/19	12/9/19						
Update all project Documents and code	All team members	100%	11/13/19	12/16/19						

Sprint #4

Pick Up Sportz										
Product Manager:										
Chaz Del Prato										
Project Start:	Wed, 1/22/2020									
Display Week:	1			Jan 20, 2020		Jan 27, 2020		Feb 3, 2020		
TASK	ASSIGNED TO	PROGRESS	START	END	M	T	W	T	F	S
Sprint #1										
Populate Sprint Board	All team members	100%	1/22/20	1/22/20						
ADD Machine Learning	All team members	100%	1/22/20	2/5/20						
Test Plan Document	All team members	100%	1/22/20	2/5/20						
Account Creation Rework	All team members	50%	1/22/20	2/5/20						
Login Rework	All team members	50%	1/22/20	2/5/20						
Machine Learning Project Planning	All team members	100%	1/22/20	2/5/20						

Sprint #5

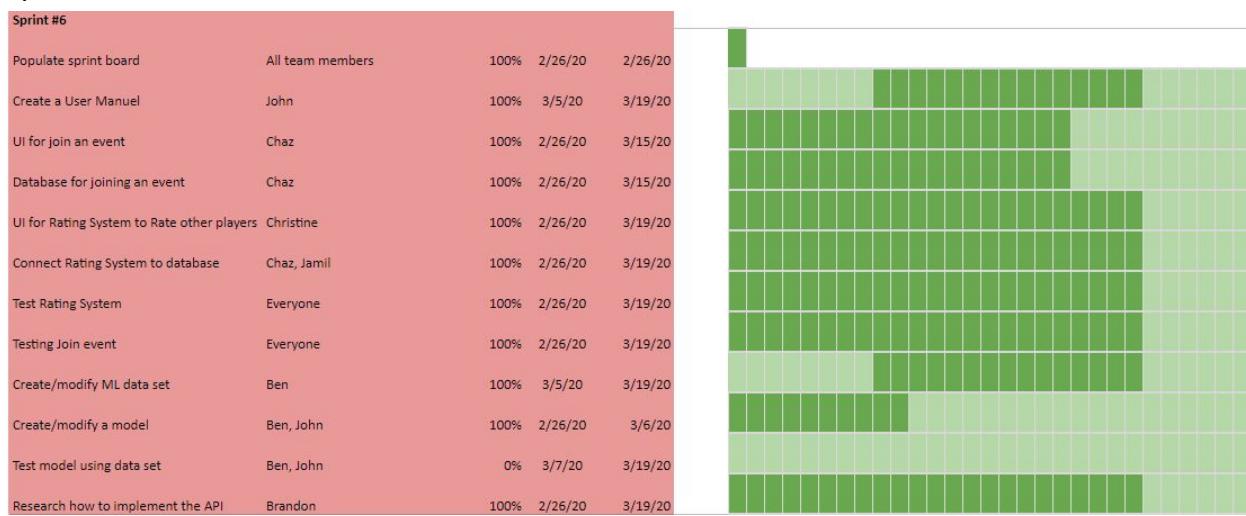
Pick Up Sportz

Product Manager:

Chaz Del Prato



Sprint #6



Sprint #7

Task	Assigned To	Progress	Start	End	Display Week:				Mar 16, 2020					Mar 23, 2020					Mar 30, 2020					Apr 6, 2020							
					4				16 17 18 19 20 21 22					23 24 25 26 27 28 29					30 31 1 2 3 4 5					6 7 8 9 10 11							
					M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
Sprint 7																															
Populate sprint board	All team members	100%	3/19/20	3/19/20																											
test model using data set	Ben, John	50%	3/19/20	4/11/20																											
Create/Modify a ML model	Ben, John	25%	3/19/20	4/11/20																											
Star Rating- rating other users	Christine	80%	3/19/20	4/11/20																											
Star Rating- Viewing own rating	Christine	80%	3/19/20	4/11/20																											
Profile Interactions	Jamil, Ben, Chaz	100%	3/19/20	4/11/20																											

Project Tracking Matrix Spreadsheet

Sprint #0-3

Project	Pick Up Sportz	Project Manager	Chaz Del Prato											
Project Start Date	Start of Fall Semester 2019	Project End Date	End of Spring Semester 2020											
Task	Task Type	Task Status	Est SLOC	Actual SLOC	Priority	Assigned To	Assigned Date	Deadline	Estimated Hrs	Start Date	End Date	% Done	Actual Hrs	
Populate Sprint Board	Sprint #0	Completed	-	-	High	Chaz Del Prato, Benjamin Seo, Brandon Lo, John Kim, Jamil Khan, Christine Duong	28 Aug 19	18 Sep 19	2	26 Aug 19	18 Sep 19	100%	-	3
Product Details	BRD	Completed	-	-	Medium	Chaz Del Prato	28 Aug 19	18 Sep 19	1	26 Aug 19	18 Sep 19	100%	-	1
Preface	BRD	Completed	-	-	Low	Benjamin Seo	28 Aug 19	18 Sep 19	1	16 Sep 19	18 Sep 19	100%	-	1
Appendix	BRD	Completed	-	-	Low	Benjamin Seo	28 Aug 19	18 Sep 19	1	16 Sep 19	18 Sep 19	100%	-	1
Min Business Plan - Strategy	BRD	Completed	-	-	Medium	Brandon Le	28 Aug 19	18 Sep 19	2	26 Aug 19	18 Sep 19	100%	-	1
Min Business Plan - SWOT Analysis	BRD	Completed	-	-	Medium	John Kim	28 Aug 19	18 Sep 19	1	26 Aug 19	18 Sep 19	100%	-	1
Min Business Plan - Market Segment	BRD	Completed	-	-	Medium	Brandon Le	28 Aug 19	18 Sep 19	2	26 Aug 19	18 Sep 19	100%	-	2
Min Business Plan - Primary Market Research	BRD	Completed	-	-	High	Benjamin Seo	28 Aug 19	18 Sep 19	5	26 Aug 19	18 Sep 19	100%	-	4
Min Business Plan - Secondary Market Research	BRD	Completed	-	-	High	Chaz Del Prato, Benjamin Seo, Christine Duong, Jamil Khan	28 Aug 19	18 Sep 19	8	26 Aug 19	18 Sep 19	100%	-	6
Min Business Plan - Commercialization Strategy	BRD	Completed	-	-	Medium	John Kim	28 Aug 19	18 Sep 19	2	26 Aug 19	18 Sep 19	100%	-	2
Min Business Plan - Monetization Strategy	BRD	Completed	-	-	Medium	John Kim	28 Aug 19	18 Sep 19	2	26 Aug 19	18 Sep 19	100%	-	2
Total Solution	BRD	Completed	-	-	Medium	Benjamin Seo	28 Aug 19	18 Sep 19	2	27 Sep 19	18 Sep 19	100%	-	1
Gantt Chart	MP	Completed	-	-	High	Brandon Lo, Christine Duong	11 Sep 19	23 Sep 19	4	18 Sep 19	23 Sep 19	100%	-	1
Project Tracking Matrix	MP	Completed	-	-	High	Benjamin Seo	11 Sep 19	23 Sep 19	2	21 Sep 19	23 Sep 19	100%	-	2
Code Development Velocity Calculation	MP	Completed	-	-	High	Chaz Del Prato	11 Sep 19	23 Sep 19	0.5	18 Sep 19	23 Sep 19	100%	-	0.5
Sprint Board	MP	Completed	-	-	High	Jamil Khan	11 Sep 19	23 Sep 19	2	18 Sep 19	23 Sep 19	100%	-	2
Burndown Chart	MP	Completed	-	-	High	Jamil Khan	11 Sep 19	23 Sep 19	3	18 Sep 19	23 Sep 19	100%	-	2
Sprint Retrospective	MP	Completed	-	-	High	Benjamin Seo	11 Sep 19	23 Sep 19	1	21 Sep 19	23 Sep 19	100%	-	1
Sprint Review Records in an Appendix	MP	Completed	-	-	High	John Kim	11 Sep 19	23 Sep 19	3	21 Sep 19	23 Sep 19	100%	-	3
Lessons Learned From Agile Development	MP	Completed	-	-	High	John Kim	11 Sep 19	23 Sep 19	1	21 Sep 19	23 Sep 19	100%	-	1
Fix Prototype: Technology Innovation or Depth	BRD	Completed	-	-	Medium	Benjamin Seo	22 Sep 19	29 Sep 19	0.5	22 Sep 19	29 Sep 19	100%	-	0.5
Fix Strategy: Unfair Advantage, Customer Segments, Channels	BRD	Completed	-	-	Medium	Brandon Lo	22 Sep 19	29 Sep 19	1	22 Sep 19	29 Sep 19	100%	-	1
Fix Competitors	BRD	Completed	-	-	Medium	Benjamin Seo	22 Sep 19	29 Sep 19	0.5	22 Sep 19	29 Sep 19	100%	-	0.5
Fix Personas	BRD	Completed	-	-	Medium	Brandon Lo	22 Sep 19	29 Sep 19	1	22 Sep 19	29 Sep 19	100%	-	1
Create Database	Sprint #0	Completed	-	-	High	Chaz Del Prato	18 Sep 19	29 Sep 19	8	18 Sep 19	29 Sep 19	100%	-	5
Fix Gantt Chart	MP	Completed	-	-	Medium	Brandon Lo, Christine Duong	22 Sep 19	29 Sep 19	1	22 Sep 19	27 Sep 19	100%	-	1
Goals	PRD	Completed	-	-	High	Brandon Lo	30 Sep 19	14 Oct 19	0.5	30 Sep 19	14 Oct 19	100%	-	0.5
User Personas	PRD	Completed	-	-	High	Jamil Khan	30 Sep 19	14 Oct 19	0.5	30 Sep 19	14 Oct 19	100%	-	0.5
User Stories	PRD	Completed	-	-	High	Chaz Del Prato	30 Sep 19	14 Oct 19	0.5	30 Sep 19	14 Oct 19	100%	-	0.5
Server Sitemap	PRD	Completed	-	-	High	Benjamin Seo	30 Sep 19	14 Oct 19	1.5	30 Sep 19	14 Oct 19	100%	-	1.5
Page Description	PRD	Completed	-	-	High	Benjamin Seo	30 Sep 19	14 Oct 19	1	30 Sep 19	14 Oct 19	100%	-	1
Wireframe	PRD	Completed	-	-	High	Benjamin Seo	30 Sep 19	14 Oct 19	2	30 Sep 19	14 Oct 19	100%	-	3
Interfaces	PRD	Completed	-	-	High	Benjamin Seo	30 Sep 19	14 Oct 19	1	30 Sep 19	14 Oct 19	100%	-	1
Additional Functional Requirements	PRD	Completed	-	-	High	Benjamin Seo	30 Sep 19	14 Oct 19	1	30 Sep 19	14 Oct 19	100%	-	1
Non Functional Requirements	PRD	Completed	-	-	High	Benjamin Seo	30 Sep 19	14 Oct 19	2	30 Sep 19	14 Oct 19	100%	-	2
Performance Requirements	PRD	Completed	-	-	High	Benjamin Seo	30 Sep 19	14 Oct 19	1	30 Sep 19	14 Oct 19	100%	-	1
Future Iterations	PRD	Completed	-	-	Low	Benjamin Seo	30 Sep 19	14 Oct 19	0.5	30 Sep 19	14 Oct 19	100%	-	0.5
Diagrams Section	ADD	Completed	-	-	High	Chaz Del Prato, Benjamin Seo	7 Oct 19	14 Oct 19	7	7 Oct 19	14 Oct 19	100%	-	7

Analysis section	ADD	Completed	High	Benjamin Seo, Brandon Le	7-Oct-19	14-Oct-19	6	7-Oct-19	14-Oct-19	100%	6	
Create a User Manual	Sprint #2	Completed	Low	Everyone	21-Oct-19	30-Oct-19	5	21-Oct-19	30-Oct-19	100%	5	
UI for Player Profile	Sprint #3	In Progress	300	High	✓ Benjamin	21-Oct-19	4-Dec-19	8	21-Oct-19	30-Oct-19	100%	8
Back-End Profile Editing	Sprint #3	In Progress	200	High	✓ Chaz	21-Oct-19	4-Dec-19	3	21-Oct-19	30-Oct-19	0%	3
Test Profile Editing	Sprint #3	In Progress	—	High	✓ Everyone	21-Oct-19	4-Dec-19	2	21-Oct-19	30-Oct-19	0%	2
Create Website Functionality	Sprint #3	Completed	2300	2179	High ✓ Everyone	21-Oct-19	4-Dec-19	10	21-Oct-19	4-Dec-19	100%	10
Search Events on Website	Sprint #3	In Progress	20	High	✓ Christine	21-Oct-19	4-Dec-19	2	21-Oct-19	30-Oct-19	0%	2
Test Website Functionality	Sprint #3	Completed	—	High	✓ Everyone	21-Oct-19	4-Dec-19	3	21-Oct-19	4-Dec-19	100%	3
UI for Login to Website using Pick Up Sports Account	Sprint #3	Completed	300	246	High ✓ Benjamin	21-Oct-19	4-Dec-19	9	21-Oct-19	4-Dec-19	100%	9
UI for Login to Website using Google Account	Sprint #3	Completed	50	55	High ✓ Christine, Benjamin	21-Oct-19	4-Dec-19	3	21-Oct-19	4-Dec-19	100%	3
Back-End Login	Sprint #3	In Progress	50	High	✓ Chaz	21-Oct-19	4-Dec-19	2	21-Oct-19	30-Oct-19	0%	2
UI for Create Account Features	Sprint #3	Completed	200	328	High ✓ Christine/Chaz	21-Oct-19	4-Dec-19	3	21-Oct-19	4-Dec-19	100%	3
Back-End Account Creation	Sprint #3	In Progress	30	High	✓ Chaz	21-Oct-19	4-Dec-19	2	21-Oct-19	30-Oct-19	10%	2
Test Account Creation and Login	Sprint #3	In Progress	—	High	✓ Everyone	21-Oct-19	4-Dec-19	2	21-Oct-19	4-Dec-19	50%	2
UI for Logout Feature	Sprint #3	In Progress	100	High	✓ Brandon/John	21-Oct-19	4-Dec-19	2	21-Oct-19	30-Oct-19	0%	2
Create Contact Page	Sprint #3	Completed	10	9	High ✓ Chaz	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	2
Create Create Event Page	Sprint #3	Completed	300	328	High ✓ Jamil, Chaz	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	5
Connect our Frontend with Firestore	Sprint #3	Completed	50	53	High ✓ Chaz	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	2
Create Home Page	Sprint #3	Completed	10	9	High ✓ John	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	1
Create No Match Page	Sprint #3	Completed	10	6	High ✓ Brandon	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	1
Create a Password Recovery Page	Sprint #3	Completed	150	182	High ✓ John	21-Oct-19	4-Dec-19	9	21-Oct-19	4-Dec-19	100%	9
Create a Schedule Page	Sprint #3	Completed	100	76	High ✓ Ben	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	5
Create a Jumbotron Layout for pages	Sprint #3	Completed	50	37	High ✓ Brandon	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	2
Create a Logged in Nav Bar	Sprint #3	Completed	50	57	High ✓ Jamil	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	2
Create a Nav Bar for non user	Sprint #3	Completed	50	54	High ✓ Ben	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	2
Test Pages	Sprint #3	Completed	—	High	✓ Everyone	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	5
Create Create Profile	Sprint #3	Completed	300	321	High ✓ Jamil	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	5

Total Hours Spent: 132 Project Progress: 90.00 %

Sprint #4

Project	Pick-Up Sportz	Project Manager: Chaz Del Prato											
Project Start Date	Start of Fall Semester 2019	Project End Date: End of Spring Semester 2020											
Task	Task Type	Task Status	Est SLOC	Actual SLOC	Priority	Assigned To	Assigned Date	Deadline	Estimated Hrs	Start Date	End Date	% Done	Actual Hrs.
Team Sprint #4 Planning Meeting	Sprint #4	Complete	—	High	Everyone	22-Jan-20	22-Jan-20	2	22-Jan-20	22-Jan-20	100%	2	
Update ADD	Sprint #4	Complete	—	Medium	Everyone	22-Jan-20	5-Feb-20	8	22-Jan-20	5-Feb-20	100%	8	
Create Test Plan	Sprint #4	Complete	—	Medium	Everyone	22-Jan-20	5-Feb-20	18	22-Jan-20	5-Feb-20	100%	18	
Create Machine Learning Model	Sprint #4	Complete	—	High	Christine	22-Jan-20	5-Feb-20	21	22-Jan-20	5-Feb-20	100%	21	
Database/Back-End Account Creation	Sprint #4	Complete	30	10	Low	Chaz, Jamil	22-Jan-20	5-Feb-20	5	22-Jan-20	5-Feb-20	100%	5
Test Account Creation and Login	Sprint #4	Complete	—	Low	Everyone	22-Jan-20	5-Feb-20	2	22-Jan-20	5-Feb-20	100%	2	
Database/Back-end Profile	Sprint #4	Incomplete	150	Low	Chaz, Jamil	22-Jan-20	5-Feb-20	6	22-Jan-20	5-Feb-20	0%	0	
UI for Login to Website using Google Account	Sprint #4	Complete	75	Low	Chaz	22-Jan-20	5-Feb-20	5	22-Jan-20	5-Feb-20	100%	5	
Test Profile Editing	Sprint #4	Incomplete	—	Low	Everyone	22-Jan-20	5-Feb-20	2	22-Jan-20	5-Feb-20	0%	0	
UI for Player Profile	Sprint #4	Complete	75	Low	Jamil	22-Jan-20	5-Feb-20	8	22-Jan-20	5-Feb-20	100%	8	
Total Hours Spent		69	Project Progress: 80.00 %										

Sprint #5

Team Sprint #5 Planning Meeting	Sprint #5	Complete	—	High	Everyone	10-Feb-20	26-Feb-20	2	10-Feb-20	10-Feb-20	100%	2	
Create UI for Rating System to Rate Other Players	Sprint #5	In Progress	50	High	Christine, Brandon	10-Feb-20	26-Feb-20	5	10-Feb-20	26-Feb-20	50%	5	
Connect Rating System to Database	Sprint #5	In Progress	75	High	Chaz	10-Feb-20	26-Feb-20	10	10-Feb-20	26-Feb-20	0%	0	
Test Rating System	Sprint #5	In Progress	—	High	Everyone	10-Feb-20	26-Feb-20	5	10-Feb-20	26-Feb-20	0%	0	
UI for Player Profile (Interests, Location, etc.)	Sprint #5	In Progress	200	222	High	Chaz, Jamil, Benjamin	10-Feb-20	26-Feb-20	8	10-Feb-20	26-Feb-20	75%	8
Database Profile Editing	Sprint #5	In Progress	75	High	Chaz	10-Feb-20	26-Feb-20	6	10-Feb-20	26-Feb-20	100%	6	
Test Profile Editing	Sprint #5	In Progress	—	High	Everyone	10-Feb-20	26-Feb-20	2	10-Feb-20	26-Feb-20	100%	2	
Database for Creating Events	Sprint #5	Complete	20	38	High	Chaz, Jamil	10-Feb-20	26-Feb-20	10	10-Feb-20	26-Feb-20	100%	10
UI for Create an Event	Sprint #5	Complete	200	200	High	Chaz, Jamil	10-Feb-20	26-Feb-20	7	10-Feb-20	26-Feb-20	100%	7
Testing Create Event	Sprint #5	Complete	—	High	Everyone	10-Feb-20	26-Feb-20	5	10-Feb-20	26-Feb-20	100%	5	
UI for Join an Event	Sprint #5	In Progress	50	High	Jamil	10-Feb-20	26-Feb-20	7	10-Feb-20	26-Feb-20	0%	0	
Database for Joining Events	Sprint #5	In Progress	75	High	Chaz	10-Feb-20	26-Feb-20	6	10-Feb-20	26-Feb-20	0%	0	
Testing Join Event	Sprint #5	In Progress	—	High	Everyone	10-Feb-20	26-Feb-20	4	10-Feb-20	26-Feb-20	0%	0	
Create/Modify ML Data Set	Sprint #5	In Progress	—	High	Ben, John	10-Feb-20	26-Feb-20	7	10-Feb-20	26-Feb-20	50%	7	
Create/Modify a Model	Sprint #5	In Progress	50	High	Ben, John	10-Feb-20	26-Feb-20	3	10-Feb-20	26-Feb-20	0%	0	
Testing Model Using DataSet	Sprint #5	In Progress	—	High	Ben, John	10-Feb-20	26-Feb-20	5	10-Feb-20	26-Feb-20	0%	0	

Sprint #6

Create UI for Rating System to Rate other players	Sprint #6	Complete	50	High	Christine	26-Feb-20	19-Mar-20	5	26-Feb-20	19-Mar-20	100%	5
Connect Rating System to database	Sprint #6	Complete	30	High	Chaz, Jamil	26-Feb-20	19-Mar-20	10	26-Feb-20	19-Mar-20	100%	10
Test Rating System	Sprint #6	Complete		High	Everyone	26-Feb-20	19-Mar-20	5	26-Feb-20	19-Mar-20	100%	5
Create a User Manual	Sprint #6	Complete		High	John	26-Feb-20	19-Mar-20	5	26-Feb-20	19-Mar-20	100%	5
UI for Join an event	Sprint #6	Complete	250	High	Chaz	26-Feb-20	19-Mar-20	7	26-Feb-20	19-Mar-20	100%	7
Database for joining events	Sprint #6	Complete	50	High	Chaz	26-Feb-20	19-Mar-20	6	26-Feb-20	19-Mar-20	100%	6
Testing Join event	Sprint #6	Complete		High	Everyone	26-Feb-20	19-Mar-20	4	26-Feb-20	19-Mar-20	100%	4
Create/modify ML data set	Sprint #6	Complete		High	Ben	26-Feb-20	19-Mar-20	7	26-Feb-20	19-Mar-20	100%	7
Create/modify a model	Sprint #6	Complete		High	Ben, John	26-Feb-20	19-Mar-20	3	26-Feb-20	19-Mar-20	100%	3
Test model using data set	Sprint #6	In Progress		High	Ben, John			15			0%	
Research how to implement the API	Sprint #6	Complete		High	Brandon	26-Feb-20	19-Mar-20	5	26-Feb-20	19-Mar-20	100%	5

Code Development Velocity Calculation

Sprint #0: No code development has started.

Sprint #1: No code development has started.

Sprint #2: Code development velocity calculation:

- 5 hours per Week x 3 weeks x 6 members = 90 hours

Front End

- Language = JavaScript (React.js)
- Lines of Code = ~ 1100

Back End

- Language = Java
- This is the coding language of the main server

Database

- Language = NoSQL, Firebase's Realtime Database
- The database is utilized in this sprint by saving new users account information and allowing edits to the information.

Sprint #3: Code Development velocity calculation

- 5 hours per Week x 3 weeks x 6 members = 90 hours

Front End

- Language = React.js
- Lines of Code = ~2600 lines

Back-end

- Language = Express.js

- Lines of Code = ~100 lines

Database

- Language = Cloud Firestore

Sprint #4: Code Development velocity calculation

- 1 hour per Week x 2 weeks x 6 members = 12 hours

Front End

- Language = React.js
- Lines of Code = ~50 lines

Back-end

- Language = Express.js
- Lines of Code = ~20 lines

Database

- Language = Cloud Firestore

Sprint #5: Code Development velocity calculation

- 5 hours per week x 3 weeks x 6 members = 90 hours

Front End

- Language = React.js
- Lines of code = ~230

Back End

- Language = Express.js
- Lines of code = ~50

Database

- Language = Cloud Firestore

Sprint #6: Code Development velocity calculation

- 4 hours x 3 week x 6 members = 72 hours

Front End

- Language = React.js
- Lines of Code = ~ 1500

Sprint #7: Code Development velocity calculation

- 5 hours x 2 week x 6 members = 60 hours

Front End

- Language = React.js
- Lines of Code = ~ 100

Sprint Board

Sprint #0 Start:

The screenshot shows the Trello Sprint Board for Sprint #0. The board has three main columns: To-Do, In Progress, and Done. The To-Do column contains several cards, each with a due date and a brief description. The In Progress column is currently empty. The Done column also contains cards, indicating completed tasks. The left sidebar shows the Project Backlog, which includes the Sprint #0 goal and several user stories. The top navigation bar shows the board name "Sprint Board (Sprint #0)" and the team "CECS 491A Group Team".

Sprint #0 End:

The screenshot shows the Trello Sprint Board for Sprint #0 at its end. The board structure remains the same with columns: To-Do, In Progress, and Done. The In Progress column now contains several cards, indicating work in progress. The Done column is filled with many cards, representing completed tasks. The Project Backlog on the left has been updated with new items. The top navigation bar still shows the board name "Sprint Board (Sprint #0)" and the team "CECS 491A Group Team".

Sprint #1 Begin:

The screenshot shows a Trello board titled "Sprint Board (Sprint #0)". The board is organized into several columns: Project Backlog, Sprint Backlog, To-Do, In Progress, and Done. The Project Backlog contains cards for various user stories. The Sprint Backlog column has a card for "Sprint Goal Sprint #1". The To-Do column contains cards for "Sprint #1 Database" and "Sprint #1 PRD". The In Progress column has a card for "Sprint #1 Database" and another for "Sprint #1 User Manual". The Done column is currently empty.

Sprint #1 End:

The screenshot shows the same Trello board at the end of Sprint #1. The Project Backlog and Sprint Backlog columns remain largely the same. The To-Do column now includes cards for "Sprint #1 User Manual", "Sprint #1 PRD", and "Sprint #1 Product Requirements Document". The In Progress column contains cards for "Sprint #1 Database", "Sprint #1 Test data transfer to and from database", "Sprint #1 UI and code user details (interests, location, etc)", and "Sprint #1 UI and code Username and password". The Done column is filled with completed tasks, including "Sprint #0 Goal", "Sprint #0 Server Sitemap", "Sprint #0 Wireframe", "Sprint #0 Non-Functional Requirements", "Sprint #0 Page Description", "Sprint #0 Additional Functional Requirements", "Sprint #0 Interfaces", "Sprint #0 Performance Requirements", and "Sprint #0 Future Iterations".

Sprint #2 Begin:

Sprint #2 End:

Sprint #3 Begin:

Sprint #3 End

Sprint #4 Begin

The screenshot shows a Trello board titled "Sprint Board". The board has several lists:

- Project Backlog:** Contains cards for "Sprint #0" and "Sprint #2".
- Sprint Backlog:** Contains cards for "Sprint #4" and "Sprint #4 Goals".
- To-Do:** Contains cards for "Machine Learning" and "Sprint #4".
- In Progress:** Contains cards for "User Interface", "Testing", "Database", "Code Development", "User Interface", "REWORK", and "User Interface".
- Sprint #4 Done:** Contains cards for "#13 - UI for Login to Website using Google Account", "#18 - mar doc date our", "#10 - able com so ti save", "#17 - to jc pick", "#16 - to c start", and "#15 - UI for player profile (interests, location, etc.)".

Each card includes a list of user stories and tasks, such as "As a member of the management team, I want a detailed plan of how machine learning is going to be implemented, so that we can execute our model effectively and correctly." and "#13 - Test account creation and login".

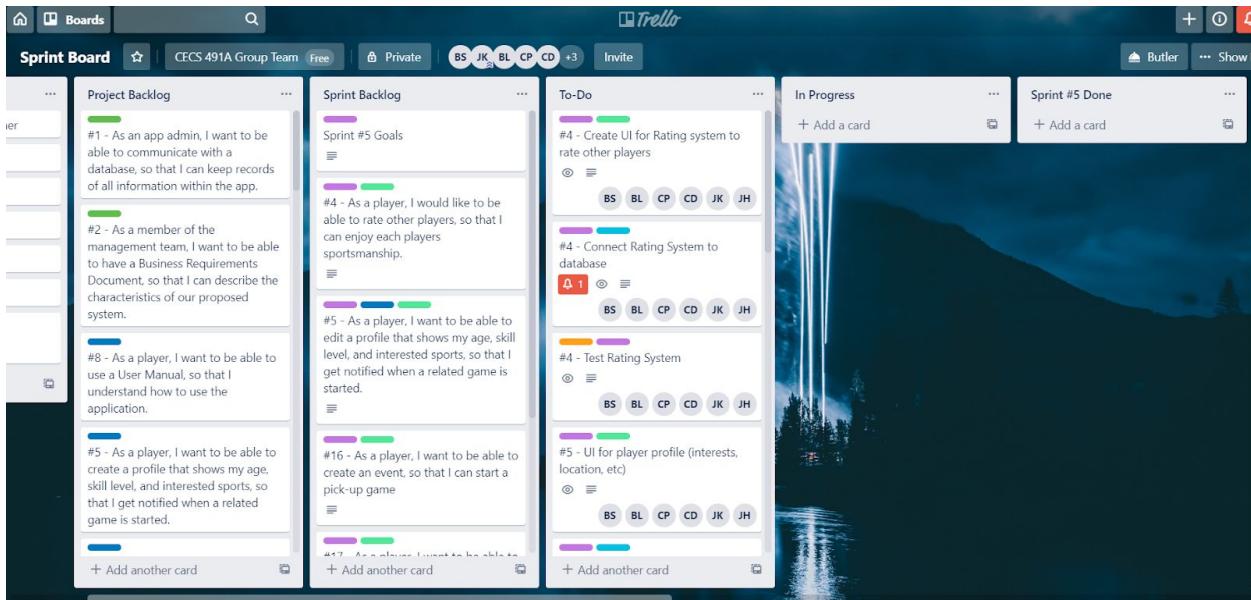
Sprint #4 End

The screenshot shows a Trello board titled "Sprint Board". The board has several lists:

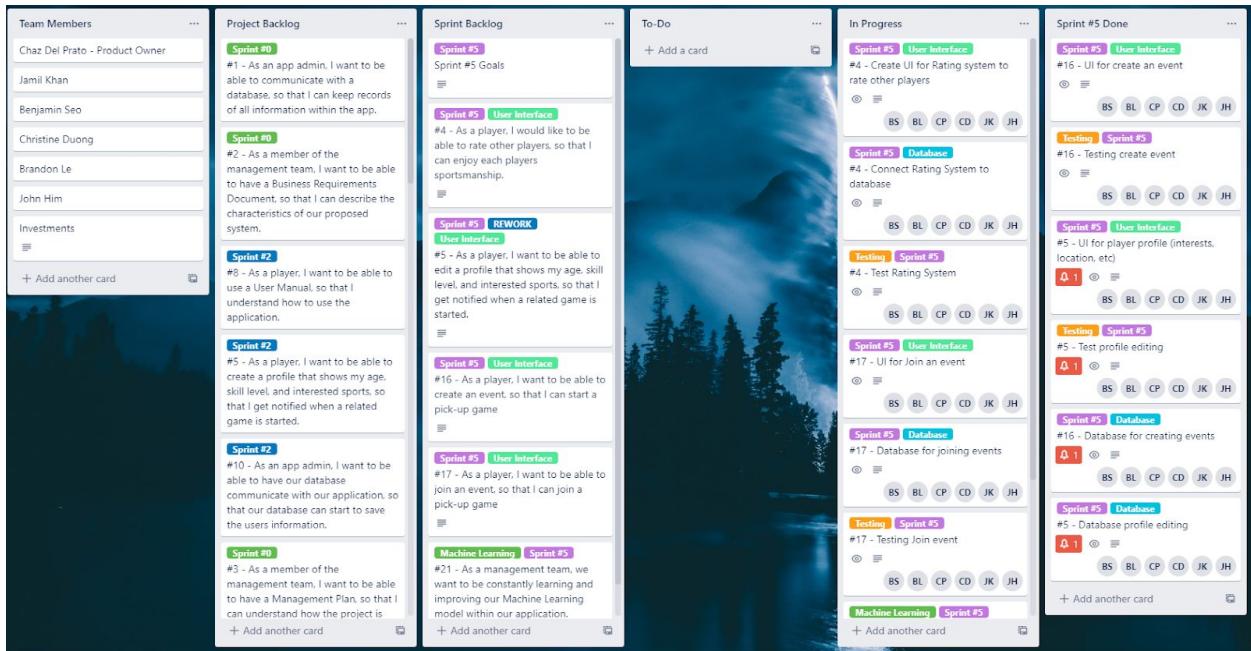
- Team Members:** Lists team members: Chaz Del Prato - Product Owner, Jamil Khan, Benjamin Seo, Christine Duong, Brandon Le, John Hm, Investments.
- Project Backlog:** Contains cards for "Sprint #0" and "Sprint #2".
- Sprint Backlog:** Contains cards for "Sprint #4" and "Sprint #4 Goals".
- To-Do:** Contains cards for "Machine Learning" and "Sprint #4".
- In Progress:** Contains cards for "User Interface", "Testing", "Database", "Code Development", "User Interface", "REWORK", and "User Interface".
- Sprint #4 Done:** Contains cards for "#20 - Create Test Plan", "#19 - Create Machine Learning Model", "#13 - Database/Back-End account creation", "#13 - Test account creation and login", "#13 - UI for Login to Website using Google Account", and "#13 - UI for player profile (interests, location, etc.)".

Each card includes a list of user stories and tasks, such as "As a member of the management team, I want a detailed plan of how machine learning is going to be implemented, so that we can execute our model effectively and correctly." and "#13 - Test account creation and login".

Sprint #5 Start



Sprint #5 End



Sprint #6 Start

Team Members

- Chaz Del Prato - Product Owner
- Jamil Khan
- Benjamin Seo
- Christine Duong
- Brandon Le
- John Him
- Investments

Project Backlog

- #1 - As an app admin, I want to be able to communicate with a database, so that I can keep records of all information within the app.
- #2 - As a member of the management team, I want to be able to have a Business Requirements Document, so that I can describe the characteristics of our proposed system.
- #3 - As a player, I want to be able to use a User Manual, so that I understand how to use the application.
- #5 - As a player, I want to be able to create a profile that shows my age, skill level, and interested sports, so that I get notified when a related game is started.
- #10 - As an app admin, I want to be able to have our database communicate with our application, so that our database can start to save the users information.
- #3 - As a member of the management team, I want to be able to have a Management Plan, so that I can understand how the project is executed, monitored, and controlled.
- #4 - As a player, I would like to be able to rate other players, so that I can enjoy each players

Sprint Backlog

- #4 - As a player, I would like to be able to rate other players, so that I can enjoy each players sportsmanship.
- #21 - As a management team, we want to be constantly learning and improving our Machine Learning model within our application.
- #22 - As an app admin, we want to be able to research how to implement Google Maps API, so that we can use Google Maps with our app
- #23 - As a player, I want to be able to look at someone else's profile so that I can see their profile

To-Do

- #4 - StarRating - Own User Can't rate their own profile
- #4 - Star Rating - Other User can rate other profile
- #21 - Test model using data set
- #22 - Create a map of the local area around school
- #23 - Profile Interaction - Other User viewing other profile

In Progress

- #4 - Connect Rating System to database

Sprint #6 Done

- + Add a card

Sprint #6 End

Team Members

- Chaz Del Prato - Product Owner
- Jamil Khan
- Benjamin Seo
- Christine Duong
- Brandon Le
- John Him
- Investments

Project Backlog

- #1 - As an app admin, I want to be able to communicate with a database, so that I can keep records of all information within the app.
- #2 - As a member of the management team, I want to be able to have a Business Requirements Document, so that I can describe the characteristics of our proposed system.
- #3 - As a player, I want to be able to use a User Manual, so that I understand how to use the application.
- #5 - As a player, I want to be able to create a profile that shows my age, skill level, and interested sports, so that I get notified when a related game is started.
- #10 - As an app admin, I want to be able to have our database communicate with our application, so that our database can start to save the users information.
- #3 - As a member of the management team, I want to be able to have a Management Plan, so that I can understand how the project is executed, monitored, and controlled.
- #4 - As a player, I would like to be able to rate other players, so that I can enjoy each players

Sprint Backlog

- #4 - As a player, I would like to be able to rate other players, so that I can enjoy each players sportsmanship.
- #21 - As a management team, we want to be constantly learning and improving our Machine Learning model within our application.
- #22 - As an app admin, we want to be able to research how to implement Google Maps API, so that we can use Google Maps with our app
- #23 - As a player, I want to be able to look at someone else's profile so that I can see their profile

To-Do

- #4 - StarRating - Own User Can't rate their own profile
- #4 - Star Rating - Other User can rate other profile
- #21 - Test model using data set
- #22 - Create a map of the local area around school
- #23 - Profile Interaction - Other User viewing other profile

In Progress

- + Add a card

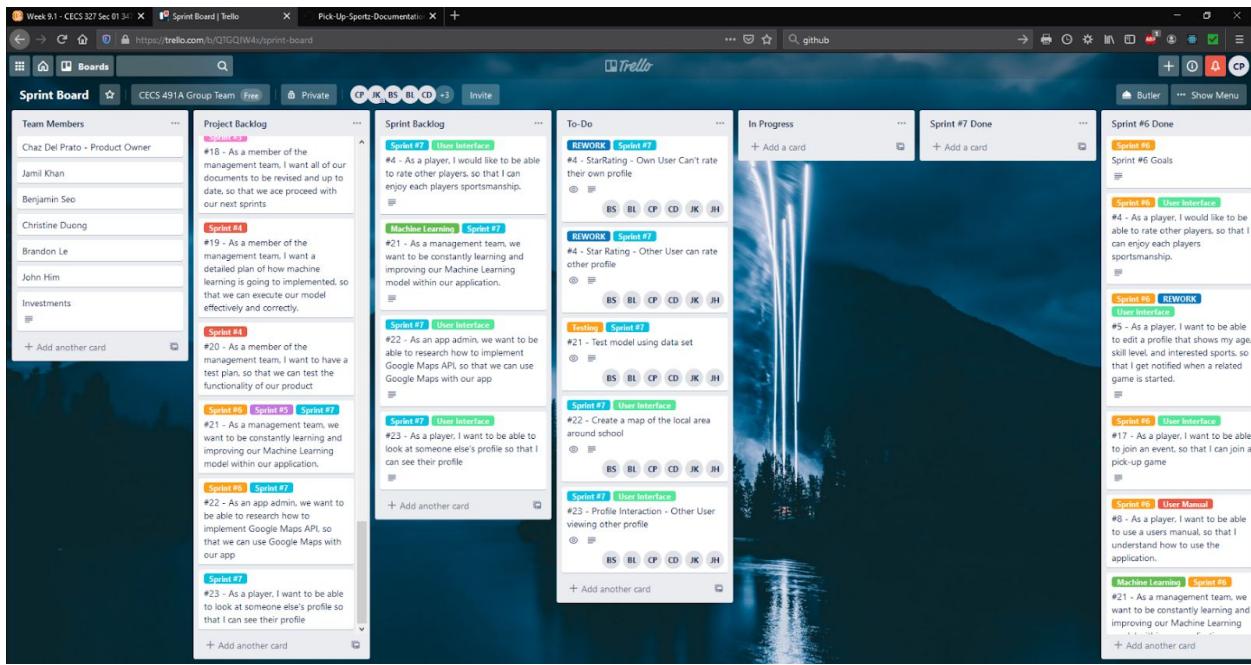
Sprint #6 Done

- #4 - Connect Rating System to database
- #4 - Create UI for Rating system to rate other players
- #8 - Create a User Manual
- #17 - UI for Join an event
- #17 - Database for joining events
- #17 - Testing Join event
- #21 - Create/modify ML data set

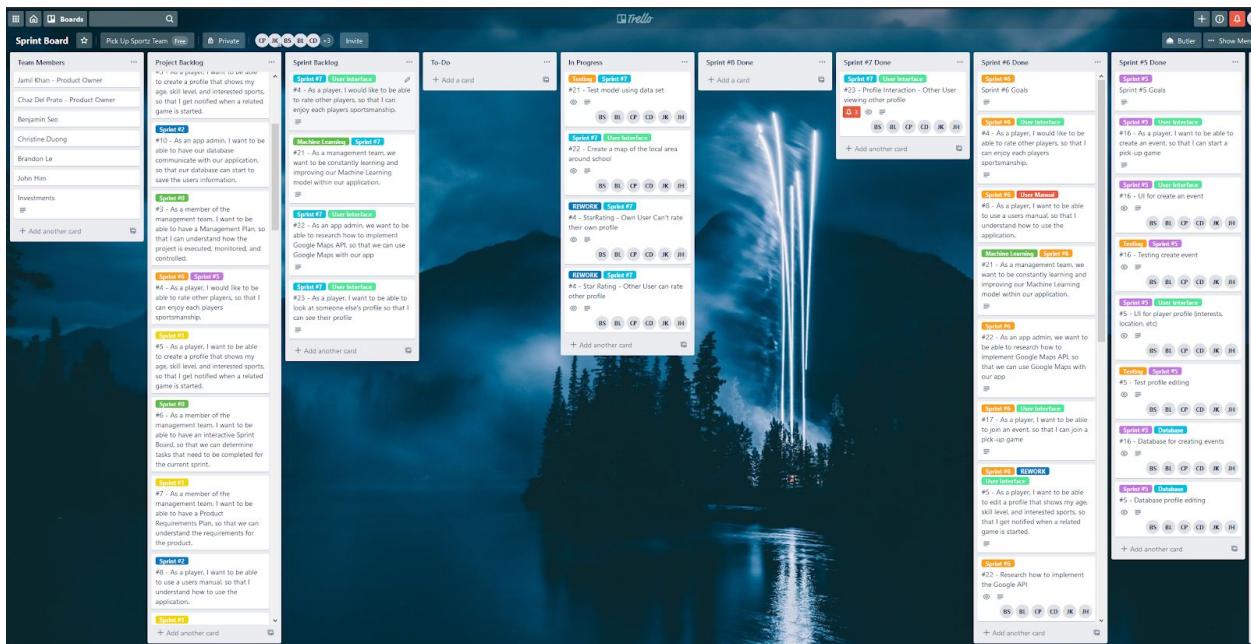
Sprint #6 Done

- + Add another card

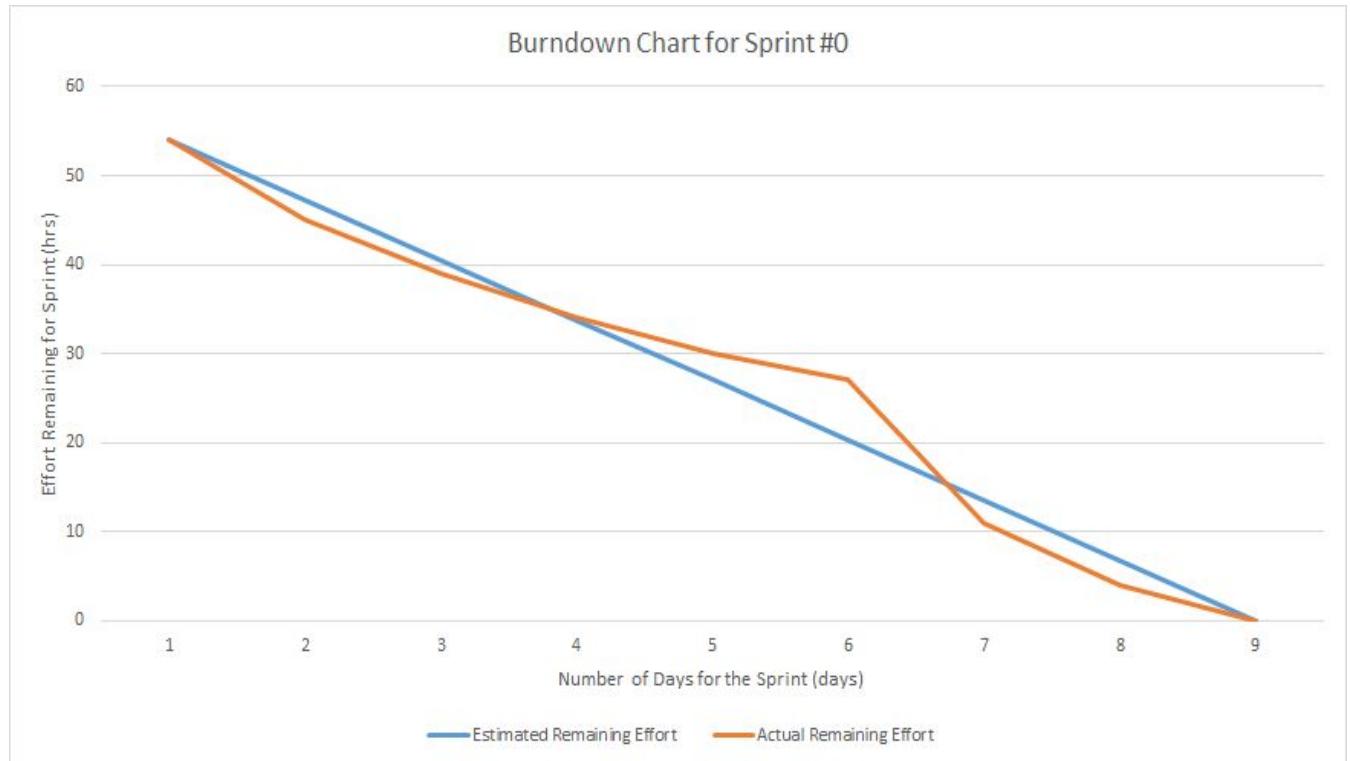
Sprint 7 begin



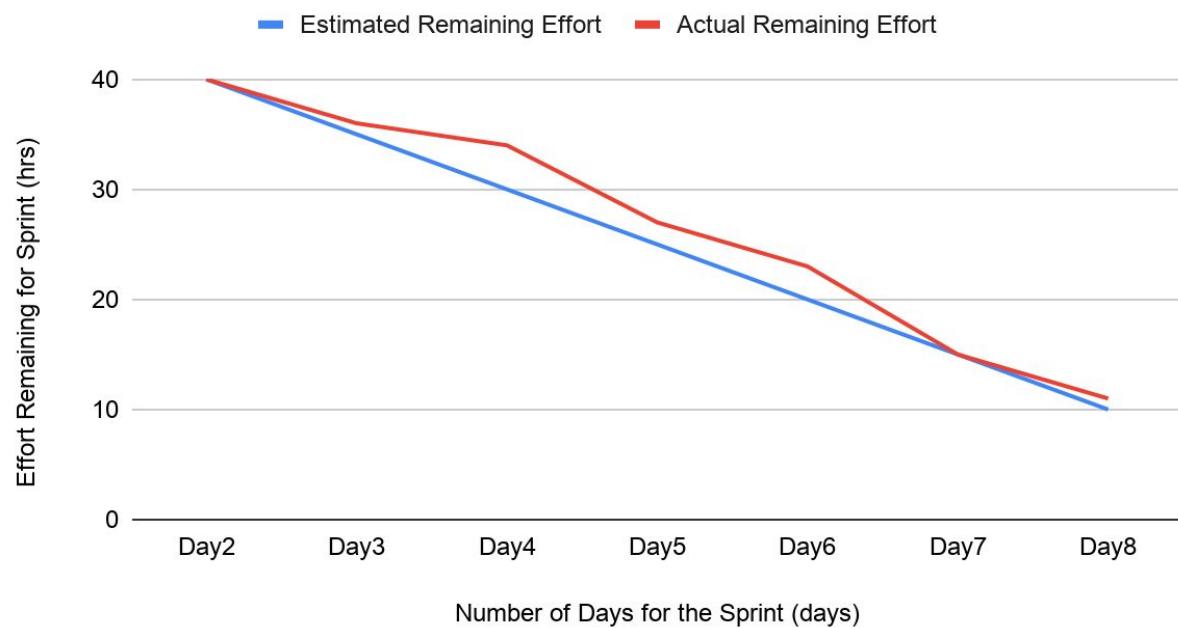
Sprint 7 end



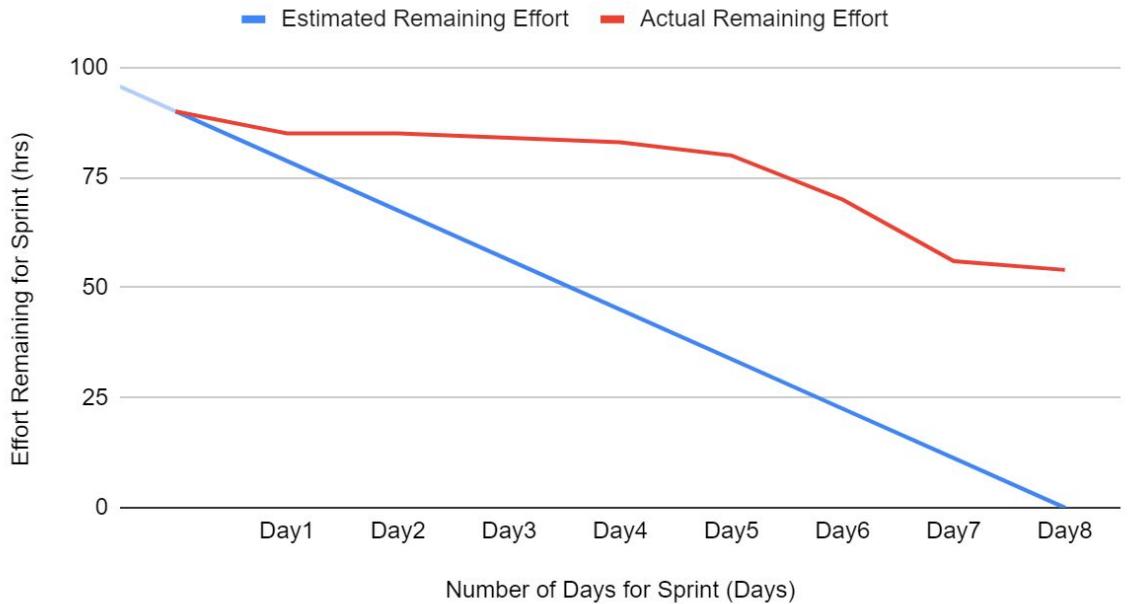
Burndown Chart



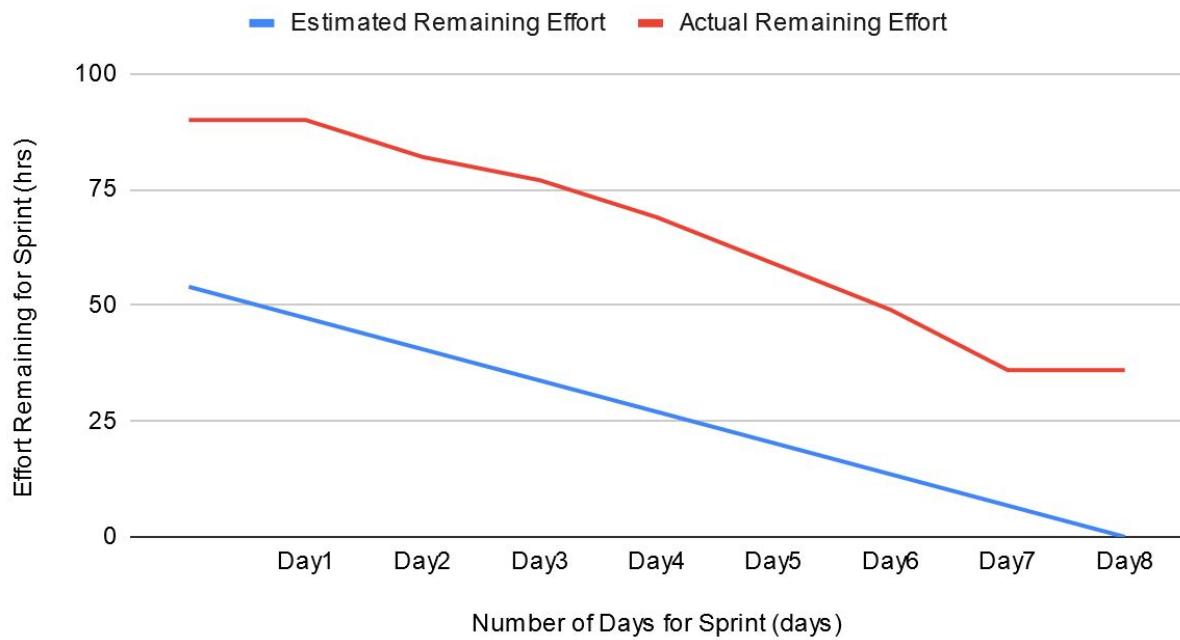
Burndown Chart for Sprint #1



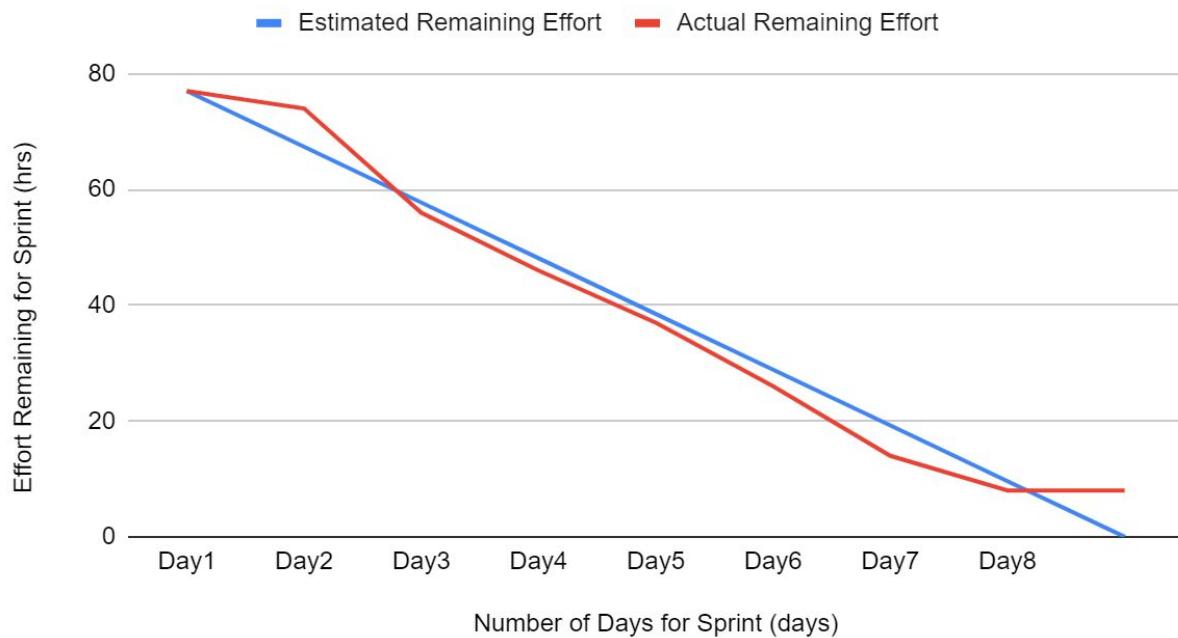
Burndown Chart for Sprint #2



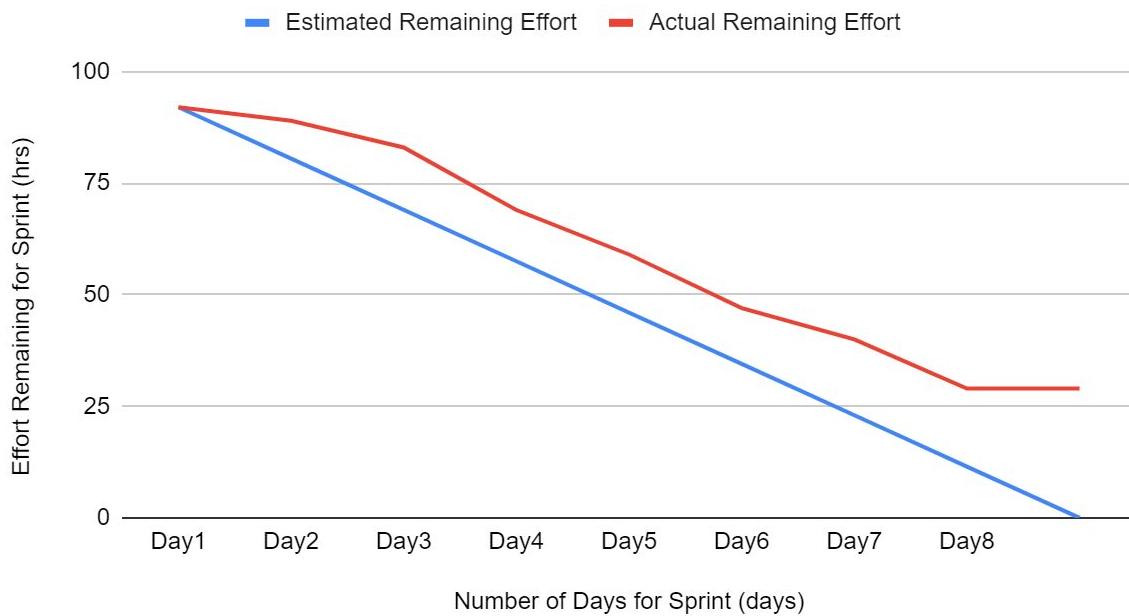
Burndown Chart for Sprint #3



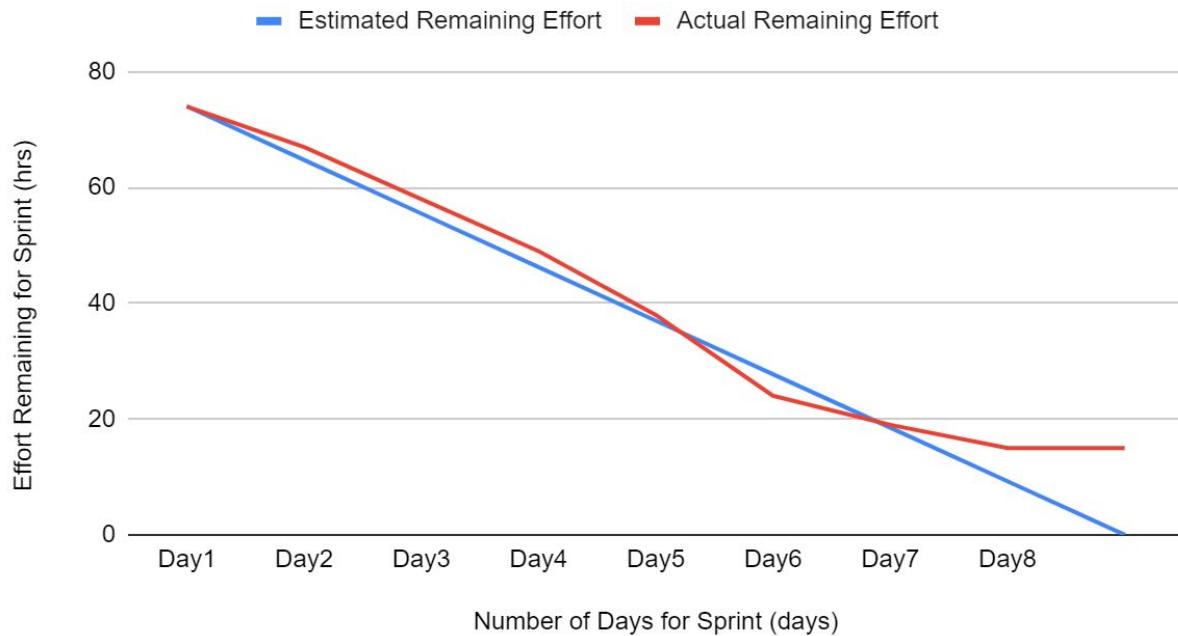
Burndown Chart for Sprint #4



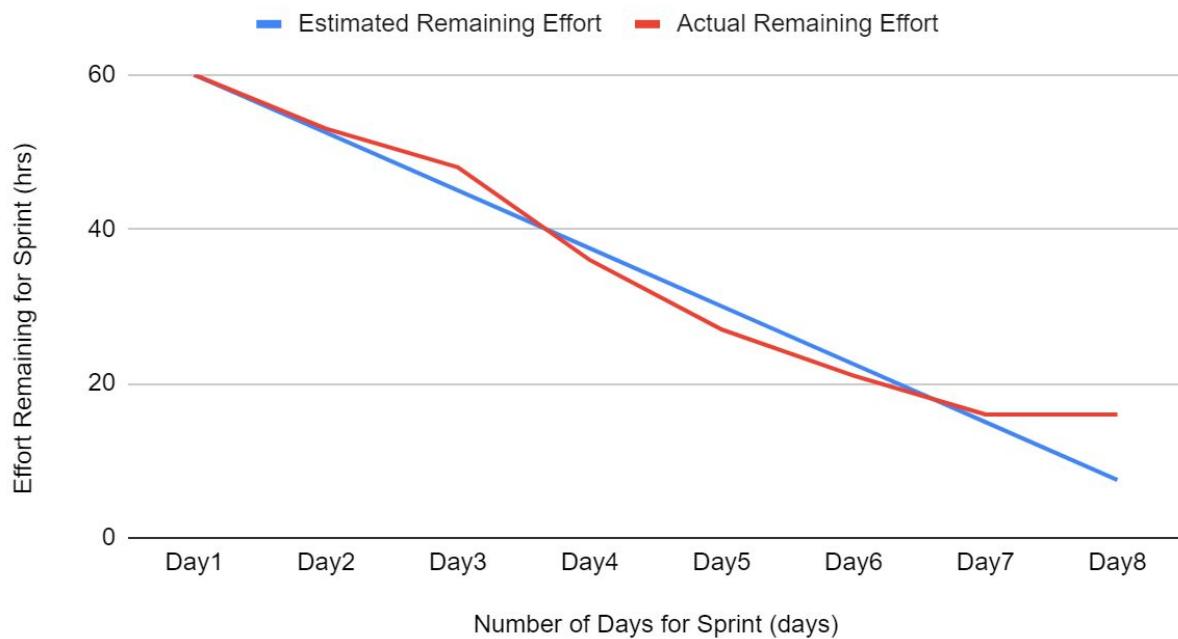
Burndown Chart for Sprint #5



Burndown Chart for Sprint #6



Burndown Chart for Sprint #7



Sprint Retrospective

Sprint #0:

Our sprint goals consist of :

Creating a Business Requirement Document
Creating a Management Plan

Creating a database

Creating a sprint board

Our sprint goals have been met. Even though there were a bit of hiccups along the way, we have completed the sprint goals on time.

Our team's total velocity is 54 hours since:

3 hours per week * 3 weeks * 6 members

Current hours worked: ~ 40 hours (Story Points)

Our burndown chart for sprint #0 is looking good. With all the tasks that have been completed, we can clearly see the graph slowly heading down, signifying that we are almost done with a task.

Team velocity for next sprint:

Pay attention to assignment date and due date so burndown chart looks smoother.

Increase the hours per week

Sprint #1:

Our sprint goals consist of :

Updating our Business Requirement Document
Updating our Management Plan
Creating a Product Requirements Document
Creating an Architecture and Design Document

Our sprint goals have been met. Even though there were a bit of hiccups along the way, we have completed the sprint goals on time.

Our team's total velocity is 54 hours since:

3 hours per week * 3 weeks * 6 members

Current hours worked: ~ 40 hours (Story Points)

Our burndown chart for sprint #1 is looking good. With all the tasks that have been completed, we can clearly see the graph slowly heading down, signifying that we are almost done with a task.

Team velocity for next sprint:

Pay attention to assignment date and due date so the burndown chart looks smoother.

Increase the hours per week

We decided to prioritize the user stories by their due dates. Since the majority of our user stories were due on the same day, creating the PRD and ADD were a higher priority than updating the previous documents.

Only a few In-Progress user stories related to code.

Tasks per User Story:

- Create PRD - 11 tasks
- Create ADD - 2 tasks
- Update BRD - 1 task
- Update MP - 1 task

Sprint #2

Our sprint goals consist of :

- Create a website our users can use
- Users will be able to create and account details
- Users will be able to log in and log out of their accounts
- Connecting our database to the website
- Creating a user manual

We were not able to meet our sprint goals. There was some delay because we focused a lot on homework.

Our team's total velocity is 90 hours since:

5 hours per week * 3 weeks * 6 members

Current hours worked: 40 hours (Story Points)

Our burndown chart for sprint #2 is not looking good. With all the tasks that we have, we only accomplished 7/18 tasks. We can see that on day 1 the line goes down due to finishing the user manual but from day 2 to day 5, we were held up from classes and homework. We did some of the tasks during these days but were not entirely focused on. By Day 6 to Day 8 we focused on the code release as much as we can for this sprint's deadline.

Team velocity for next sprint:

- We are planning to keep the same team velocity, from this sprint, for our next sprint.
- We are going to focus more on the tasks already assigned without adding more tasks without understanding the scope of them.
- Try to work 5 hours per day to finish our already assigned task so that our burndown chart would look better.

Sprint #3

Our goal is to

- Update all of our documents,
- Make a create and join functionality so that the users can join the games.
- Connecting the database to the functionality of the website.

We were not able to meet our sprint goals. There was some delay because we focused a lot on homework.

Our team's total velocity is 90 hours since:

5 hours per week * 3 weeks * 6 members

Current hours worked: 54 hours (Story Points)

Our burndown chart for sprint #3 is not looking good. We had problems with determining the backend of our project. We first started with the idea of using Java as our backend but we have scrapped that idea and started with using Express.js to handle back-end operations.

Team velocity for next sprint:

- We are planning to keep the same team velocity, from this sprint, for our next sprint.
- We are going to focus more on the tasks already assigned without adding more tasks without understanding the scope of them.
- Try to work 5 hours per day to finish our already assigned task so that our burndown chart would look better.

Sprint #4

Our goal was to:

- Database/Back-End Profile Editing
- Test Account Creation and Login
- Database/Back-End Account Creation
- UI for Login to Website using Google Account
- UI for Player Profile
- Test Profile Editing
- Create Test Plan
- Update Architecture and Design Document with Required Sections for Machine Learning
- Machine Learning Planning

Our team's total velocity is :

- 6.5 hours x 2 weeks x 6 members = 78 hours.

We were not able to meet our sprint goal.

- Underestimated on how much we could do when planning.
- What we did not finished:
 - Finish the Database/Back-end for profile editing

- Test profile editing

Current hours worked:

- 69 hours

Burndown Chart Analysis:

- Our burndown chart for sprint #4 is not bad, but shows that we have not finished on what we planned on. We mostly had problems with answering some of the questions for the required sections in the Architecture and Design Document. Thus, we had to revise our model.

Team velocity for next sprint:

- Extend our team velocity to 90 hours.
- Plan efficiently
- Try to work 5 hours x 3 weeks x 6 members

Sprint #5

Our goal was to:

- Create UI for Rating System to Rate Other Players
- Connect Rating System to Database
- Test Rating System
- UI for Player Profile (Interests, Location, etc.)
- Database Profile Editing
- Database for Creating Events
- Test Profile Editing
- UI for Create an Event
- Testing Create Event
- UI for Join an Event
- Database for Joining Events
- Testing Join Event
- Create/Modify ML Data Set
- Create/Modify a Model
- Testing Model Using DataSet

Our team's total velocity is :

- 6 hours x 3 weeks x 6 members = 90 hours.

We were not able to meet our sprint goal.

- Underestimated on how much we could do when planning.
- What we did not finish:
 - Create UI for rating system
 - Connecting rating system to database
 - Testing rating system
 - Create UI for user profile
 - UI for joining an event
 - Accessing database for users to join an event
 - Testing join an event

- Create/modify machine learning data set
- Create/modify a model
- Test model using data set

Current hours worked:

- 27 hours completed on finished tasks.
- 45 + hours currently worked overall for both unfinished and finished tasks.

Burndown Chart Analysis:

- We were not able to meet our sprint goals due to availability and overestimating the tasks that we had planned this sprint. We ended up spreading ourselves thin and made all around progress but unable to accomplish many goals we had for the sprint.

Team velocity for next sprint:

- Keep the same team velocity to 90 hours.
- Complete everything we were working on in sprint #5
- No new tasks for next sprint.

Sprint #6

Our goal was to:

- Create a UI for Rating System to Rate other players.
- Connect Rating System to Database
- Test Rating System
- Create a User Manual
- UI for Join an Event
- Database for Joining Events
- Testing Join Events
- Create/Modify ML Data Set
- Create/Modify a Model
- Test Model Using Data Set
- Research How to Implement the API

Our team's total velocity is :

- 4 hours x 3 weeks x 6 members = 72 hours.

We were not able to meet our sprint goal.

- Adjusting to working from home and not having face-to-face contact
- Fixed other problems that popped up.
- Added other features that were not part of our sprint goal.
- What we did not finish:
 - Test model using data set

Current hours worked:

- 57 (hours) Story Points Finished
- 30+ hours on additional non story Points worked on.

Burndown Chart Analysis:

- Stay almost in track throughout, but digressed to fix other issues or add other features.

Team velocity for next sprint:

- Keep the team velocity to 90 hours.

- Focus more on Machine Learning, Google Maps API implementation, and slightly fix small issues.

Sprint #7

Our goal was to:

- Create/modify a model
- Test model using data set
- Star rating - user can rate other profile
- Star rating - user can't rate their own profile
- Profile interactions - other user view other profile.

Our team's total velocity is :

- 5 hours x 2 weeks x 6 members = 60 hours (story points).

We were not able to meet our sprint goal.

- We got our profile interactions and schedule/events interactions finished.
- Star ratings, maps implementation, and ML component are still in progress.

Team velocity for Sprint #8:

- Bump back up to a team velocity of 90 hours.
- Finish up on Star Rating, Map Implementation, and Machine Learning Component

Current hours worked:

- 42 (hours) Story Points Finished
- 10+ hours on additional non story Points worked on.

Burndown Chart Analysis:

- Stayed on tracked in the beginning with little hiccups, but still haven't managed to finish all our tasks.

Sprint Review Records

Our group reviewed what we accomplished in the Sprints by going over the individual task accomplished. We talked about the challenges we came across in the Business Requirement Documents such as how we want to approach the business strategy for our mobile application. We met the criteria for the document by fulfilling all of its requirements such as analysis, research, and strategies for our application. We also did something similar for the Management Plan, after completing a section requirement for the document we discussed how we can incorporate the information to other parts of the document.

Lessons Learned from Agile Development

From sprint #0, we were able to learn the time required to complete a Business Requirement Document. Doing our Business Requirement Document took some weeks to complete and it included coming up with our primary research, strategy for our business plan, SWOT analysis, secondary research, determining the size of the market, and commercialization and monetization strategies. We had sufficient time to get early versions of this document and fix any dilemmas that we had. Such as fixing, adjusting our primary research questions to ask and changing our business strategy. For our Management Plan we learned about how to organize work among a team to accomplish a project using tools such as a Sprint Board and track progress you have made through a Gantt Chart.