4/12/2024

Sprint 1

Team Name: Entrepreneurial Code Crafters

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# Project Tittle

# Group members

Njeje Lilitha: ST10083978

Ndlovu Malibongwe: ST10083947

Gopal Allison: ST10083717

Kunene Sbahle Sibusisiwe: ST10083915

Hayley Hananiah Chetty: ST10083771

Arven Sewlal: ST10083252

# Roles And Responsibilities of each member

**Malibongwe Ndlovu – project manager:**

this member will lead the planning phase, defining project scope, objectives, timelines, and resource allocation. He is responsible to manage the project team, ensuring everyone understands their roles and responsibilities. He will facilitate clear communication between team members, clients, stakeholders, he will act as a bridge between technical and non-technical stakeholders.

**Lilitha Njeje – Database administrator:**

This member is responsible for collaborating with software developers and software architects to design the database schema that aligns with the requirements of the software. They are responsible for the creation of data models that explicitly represent the relationships between the database entities.

**Allison Gopal – lead developer, UX/UI designer:**

**Lead developing-** this member is responsible for manage the design and implementation of projects and offer technical leadership, directing the team to follow coding standards and architectural requirements. They provide team members with mentorship, encourage teamwork, and assess new technologies, stimulating creativity and guaranteeing the prompt delivery of high-quality software.

**Hayley Hananiah Chetty – technical writer:**

This member is responsible for creating the documents that includes user manual, that explains to the users on how to compile the application, trouble shooting guides, technical specifications. They gather information from the stakeholders of the project, the project clients, then put that information in a clear easy to understand manner.

**Arven Sewlal - UX/UI designer:**

This member understands the user needs, do research, and create wireframes and prototypes are the steps taken by UX/UI designers to create user interfaces that are visually appealing and intuitive. They work with developers to guarantee that design aspects are integrated seamlessly, do usability testing to improve designs, and promote user-centric design concepts to improve software products' overall user experience.

**Kunene Sbahle Sibusisiwe – software architect:**

This member Is responsible for designing the whole structure of the software system, she is responsible for determining the architecture components, interfaces, interactions. She will evaluate variety of technologies, frameworks and tools that best aligns with the project objectives. This member is also responsible for identifying potential risks during the early development stages and come up with strategies to reduce them.

# Communication

For our project we have a WhatsApp group where we update all the members about the progress of the project, we have a team’s channel where we host our digital meetings, we are also planning of creating a git hub repository where we will commit and push our project progress. We sometimes have face-to-face meeting on campus either meeting alone or with our client.

# Decision making

Our decision-making process will follow a consensus-based approach, where the team collaborates to reach agreements collectively. In cases where consensus cannot be achieved, a meeting will be called to discuss the issue, and decisions will be made through a voting process, with the majority vote determining the outcome. For major decisions, such as changes to the project scope or significant design adjustments, we will consult the client by arranging a meeting to propose and seek approval for the changes before proceeding.

# Workload Distribution

The workload will be distributed evenly among team members, with consideration given to their individual expertise, strengths, and availability. During team meetings, tasks will be assigned collaboratively to ensure alignment with the project plan and to provide clarity on each member's responsibilities. Flexibility will be maintained to allow for the reassignment of tasks if unforeseen circumstances arise, ensuring the team remains adaptable and the project stays on track.

# Timelines

The project is structured into six sprints, each targeting specific objectives to ensure efficient development and alignment with the client’s expectations.

The first sprint focuses on requirements gathering and planning, laying the foundation for the project over two weeks. Sprint two, spanning three weeks, involves the development of basic features to establish the core functionality of the platform. The third sprint, also lasting three weeks, is dedicated to integrating the mentoring module, a key component of the platform.

The fourth sprint prioritizes final testing and a thorough security review, ensuring the platform’s reliability and safety within a two-week timeframe. Sprint five involves presenting the platform to the client and gathering feedback, a crucial step completed over two weeks. Finally, the sixth sprint focuses on launch preparation and deployment, wrapping up the project within one week.

# Conflict resolution

To avoid conflicts, the group leader has prepared a contract that outlines the rules and regulations of the project. If any member of the group disobeys the rules, they will get up to 3 strikes then actions will be taken, and that team member may lose their position on the project.

# Signatures

Njeje Lilitha: LL Njeje

Ndlovu Malibongwe: MN Ndlovu

Gopal Allison: A. Gopal

Kunene Sbahle Sibusisiwe: KS Kunene

Hayley Hananiah Chetty: HH Chetty

Arvan Sewlal: A Sewlal