Why These Epics, Sprints & Issues Were Created?

The **main goal** of the project was to develop a **Staff Reception Management Dashboard** with features like:

- Clock-in/out tracking for staff members.
- Absence tracking for better workforce management.
- Real-time toast notifications for late staff.
- **Delivery scheduling** to manage outgoing deliveries.

To manage these different functionalities efficiently, I divided the project into **4 major Epics** and organized the workflow into **Sprints** and **Issues**.

Epic 1: Staff Management (VRM-11)

Reason for this Epic:

The core functionality of the system is to **track employee attendance**, which is essential for workforce planning. This Epic focuses on **ensuring accurate check-in/out tracking** and **logging absences** efficiently.

Key Issues Created:

- Make API call and process attendance data (VRM-11-1) → Needed for real-time data storage.
- Store absence duration (VRM-11-2) → Helps generate attendance reports.
- Prompt staff on late clock-ins (VRM-11-3) → Sends notifications if staff members arrive late.
- "Out" button function (VRM-11-4) → Allows proper tracking of when an employee leaves work.

Why These Issues?

Each issue breaks down the **attendance tracking logic** into manageable parts. By developing API communication first, the system ensures **data reliability** before implementing UI components.

Epic 2: Delivery Management (VRM-12)

Reason for this Epic:

Since the reception dashboard also needs to handle **outgoing deliveries**, it was important to create a structured system to **schedule**, **track**, **and validate deliveries**.

Key Issues Created:

- Design table to track deliveries (VRM-12-1) → Ensures deliveries are logged properly.
- Validate input for new deliveries (VRM-12-2) → Prevents incorrect data entry.
- Add button for scheduling deliveries (VRM-12-3) → Allows easy manual entry.
- Create delivery dashboard (VRM-12-4) → Provides a structured UI for the reception team.

Why These Issues?

The issues follow a logical development sequence:

- 1. First, structure the **data model** for deliveries.
- 2. Then, ensure validation and error handling.
- 3. Finally, build the **UI components** to interact with this data.

Epic 3.: Reception Dashboard (VRM-13)

Reason for this Epic:

A **user-friendly dashboard** is required for the reception team to **monitor staff attendance and deliveries** in one place. This Epic ensures that the UI/UX of the system is well-designed and intuitive.

Key Issues Created:

- Create navigation bar (VRM-13-1) → Needed for structured page access.
- Design user overview panel (VRM-13-2) → Displays staff status in real time.
- Add hover animations (VRM-13-3, VRM-13-4) → Enhances user experience.
- Implement real-time updates (VRM-13-5) → Ensures accurate data display.

Why These Issues?

Since the system involves **real-time tracking**, a well-designed dashboard ensures **clarity**. The UI was developed in phases:

- 1. Navigation and structure first.
- 2. Interactive elements and animations next.
- 3. Real-time updates and API integration last.

Epic 4: System Integration (VRM-14)

Reason for this Epic:

To ensure **seamless API communication**, this Epic focuses on integrating **attendance tracking**, **deliveries**, **and notifications** into one **functional system**.

Key Issues Created:

- Connect front-end with attendance API (VRM-14-1) → Ensures real-time staff data.
- Ensure all fields are filled before submission (VRM-14-2) → Prevents user errors.
- Validate user inputs (VRM-14-3) → Enhances data integrity.
- Add hover animations for buttons (VRM-14-4) → Improves UI interaction.

Why These Issues?

This Epic was crucial because **without API integration**, the dashboard would be non-functional. The development approach:

- 1.**API first** → Ensuring backend functionality.
- 2. **Validation & security** → Making sure data flows correctly.
- 3.**UI refinements** → Enhancing usability.

Why This Sprint Structure?

Each Sprint followed this structure:

Sprint 1 → Core API functionalities (attendance, deliveries).

Sprint 2 → UI development (dashboard, navigation).

Sprint 3 → Refinements, testing, and integrations.

Sprint 4 → Final Testing & Optimizations.

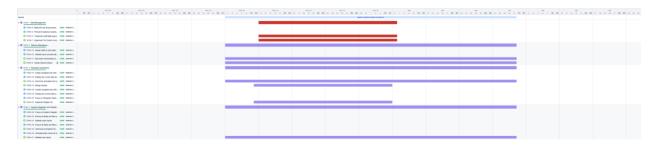
By organizing work in Sprints, I ensured that the **most critical functionalities were** completed first before adding enhancements and optimizations.

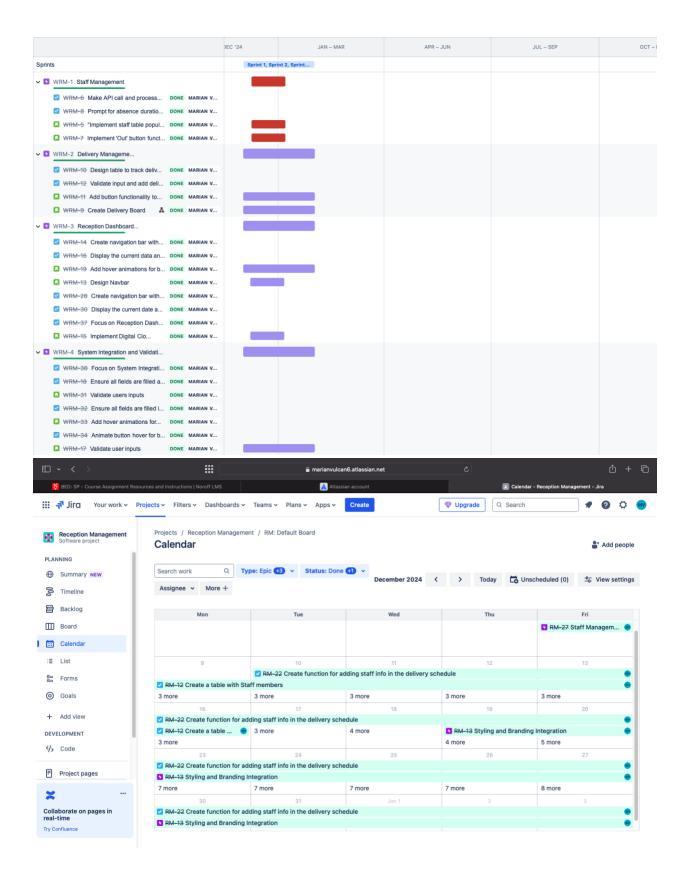
Final Thoughts

By structuring the project with Epics, Sprints, and Issues, the development process was efficient and well-organized.

- Core features (attendance & deliveries) were developed first.
- User experience was improved step by step.
- API and system integration ensured smooth communication.

This approach allowed me to **track progress effectively** and **deliver a functional**, **structured**, **and user-friendly system**.





All sprints

