User Manual

Planr, an Agile Project Planning Application

Version 1.0

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# Introduction

This document is used to direct users to how to operate the Planr application.

# 2. Deployment

Because there is not an installer, nor has this app been deployed to the App Store, you will need to download the source code from <https://github.com/mikeblakeman/Planr>. Once the repo has been pulled down you must open Xcode and run the application from there.

## 2.1 Required Hardware

An Apple computer running macOS 11.0 or higher is required.

## 2.2 Required Software

Xcode 12.0 or higher is required to build and run the Planr application.

# 3. Planr Application

Once launched you will be presented with the Welcome screen. Press “Start New Project” to continue.

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Next, enter in the name of the project, the date you wish to start planning. This should be the first day of the first sprint. Next you can change the application settings by choosing an average velocity for your team, the length (in weeks) of your sprints, and the amount to pad estimates given. Estimate padding gets calculated into each of the features.

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Graphical user interface, application

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Once the project name has been entered you may continue.

Now you can add engineers to your project. Click on the “Add Engineer” button to be presented with the screen to input new engineer information.

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For a new engineer you will need to provide a first and last name, choose at least one platform that they are proficient in, and then you have the option to choose any dates that the engineer is unavailable for to account for sprint planning.

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Once the engineers have been created you may continue. Graphical user interface, application, Teams

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Now you will be able to add features to the project. Click on the “Add Feature” button to start adding new, unplanned, features to the project.

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Here you must enter a feature name, the point estimate for said feature, and choose at least one platform that the feature applies to. You may also optionally provide a summary for the feature, and if the feature allows for concurrent engineer work. The priority setting allows you to adjust which features should be prioritized over other features.

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Once you have added all features to the project you may click on “View Roadmap.Graphical user interface, application, Teams

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This will display a planned roadmap for your project separated out by the respective platforms. You will see the features correspond to the colors to track the features across sprints. You can also view the points remaining for the sprint to allow for non-project efforts.

A picture containing Teams

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The roadmap will scroll horizontally to view dates and sprints further in the future.

Graphical user interface

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# 4. Planr Preferences

To access the Planr application preferences, click on the Planr menu bar icon next to the Apple icon in the upper-left-hand corner. Then click on “Preferences…” to access the application preferences.

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Here you may change the application-wide preferences.

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