# Sprint 1

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Story ID** | **Story** | **Story Points** | **Priority** | **Status** |
| S1 | As the user, I would like to be able to update, remove, and manage a list of employees. | 1 | 4 |  |
| S2 | As the user, I would like to record and edit time off for employees. | 1 | 1 |  |
| S3 | As the user, I need the ability to edit past data such as adding sick days to the schedule. | 1 | 3 |  |
| S4 | As the user, I would like the ability to create an equitable on-call schedule at the press of a button. | 8 | 1 |  |

## Sprint Review

During iteration 1 we carried over the database schema that we created with the technical prototype and implemented it with the entity framework. This by default allowed for S1, S2, and S3. A rudimentary implementation of the basic scheduling algorithm was also implemented. While functional, there is room for improvement.

Project velocity is 11.

# Sprint 2

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Story ID** | **Story** | **Story Points** | **Priority** | **Status** |
| S5 | As the user I would like the ability to export the generated schedule to a read-only format. | 7 | 2 |  |
| S8 | As the user, I would like the ability to get a summary of past on-call rotations for all my employees. | 4 | 5 |  |
| S9 | As the user, I would like the generated schedule to account for and balance the number of holidays each employee works. | 7 | 2 |  |

## Sprint Review

During iteration 2 we implemented the first iteration of the exportable PDF view. The employee details page has been updated to show a summary of rotation information and the scheduling algorithm was improved to better balance rotation counts.

Project velocity is now 18.

# Sprint 3

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Story ID** | **Story** | **Story Points** | **Priority** | **Status** |
| S6 | As the user, I would like the ability to modify or re-generate the schedule once it has been created. | 5 | 3 |  |
| S7 | As the user, I would like the ability to get a summary of time off of all my employees. | 4 | 5 |  |

## Sprint Review

During iteration 3 we finished the summary pages for employee details and implemented the ability to regenerate a schedule. At this point, core functionality is complete. Future focus will be on UI improvements, enhancing workflow, and bug fixes.

Project velocity has decreased to 9.

# Sprint 4

No stories remain to implement.

## Sprint Review

During iteration 4 we made major changes to the user interface. This change introduced a few bugs that we fixed through the course of this sprint. We also made UI changes based on the usability test performed in class. Work began on the user documentation and we should begin cleaning up our code to make sure it is ready to go into production.

# Sprint 5

No stories remain to implement.

## Sprint Review

During iteration 5 we focused on code clean up and testing. The models and controllers were refactored and we made enhancements to the export page so as to provide broader browser support.