SCRUM MEETING WEEK (12)

**:white_check_mark: Sprint planning checklist**

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| **Preparation** | **Meeting** | **Follow up** |
| ​​  Checkmark with solid fill | ​​  Checkmark with solid fill | ​​  Checkmark with solid fill |

**:busts_in_silhouette: Sprint team members**

|  |  |
| --- | --- |
| **Name** | **Role** |
| ​​ Aaditya Golash | Developer |
| Abdul Faiz | Designer (ScrumMaster) |
| Ariq Muldi | Developer |
| Kenneth Abadi | Developer |
| Raunak Khanna | Developer |
|  |  |

** Sprint planning meeting items**

**Previous sprint summary**

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| --- | --- |
| **Sprint theme** | ​Coding for the project – started from scratch |
| **Issues completed** | ​​20 |
| **Issues left** | 5 |
| **Team Capacity** | 40 hours (total) |
| **Summary** | Did the splash screen (seen before the actual app, like discord.com), set up Firebase and Firestore, set up base channel list and server list UI, with channel adding functionality. |

**Details Current sprint**

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| --- | --- |
| **Start date** | March 26, 2024 |
| **End date** | April 2, 2024 |
| **Sprint theme** | ​M4 & Coding for the new project (continued) |
| **Team capacity** | 35 hours (total) |
| **Issues capacity** | 24 issues |
| **Individual capacity** | Member 1 – Aaditya Golash - 7 hours  Member 2 – Abdul Faiz - 7 hours  Member 3 – Ariq Muldi - 7 hours  Member 4 – Kenneth Abadi - 7 hours  Member 5 – Raunak Khanna - 7 hours |
| **Potential risks** | Working with old resources and newer module versions is a bit tricky. |
| **Mitigations** | Stack Overflow, and other documentation to find the differences between the new and old implementations. |

**:books: Sprint planning resources**

* Canvas slides from the lectures and the second lab.