SPRINT BACKLOG Sprint 2

NIMRA MUHAMMAD FAIZAN SHEHRYAR

Contents

L. Spri	int Backlog:	2
1.1.	Sprint 1 Backlog:	2
	Trello Snaps:	
	Sprint 2 Backlog:	
1.2.2.	Trello Snaps:	5

1.1. Sprint 1 Backlog:

This subsection specifies the user stories targeted for Sprint 1, focusing on the Minimum Viable Product (MVP) as described in the Development Plan (Section 3.2). These high-priority stories are essential for base of system's functionality and user engagement.

• Event Creation

• Reference: PB Section 2.2, Item 1; SRS Section 3.2, Item 1

• Effort: 5 story points

Details: Allows organizers to set up events, the core purpose of the EMS.

• Login (Organizer)

Reference: PB Section 2.2, Item 2; SRS Section 3.2, Item 9

• **Effort**: 3 story points

• **Details**: Enables secure organizer access, critical for managing events.

• Signup (Attendee)

• Reference: PB Section 2.2, Item 3; SRS Section 3.2, Item 15

• **Effort**: 5 story points

• **Details**: Permits attendees to create accounts, necessary for participation.

Register for Event

• Reference: PB Section 2.2, Item 4; SRS Section 3.2, Item 2

• **Effort**: 5 story points

• **Details**: Facilitates attendee registration, a fundamental system function.

View Events

• Reference: PB Section 2.2, Item 5; SRS Section 3.2, Item 12

Effort: 3 story points

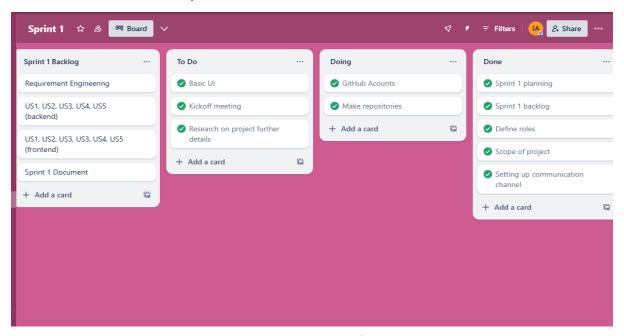
• **Details**: Lets attendees browse events, completing the basic interaction loop.

Total Effort: 21 story points

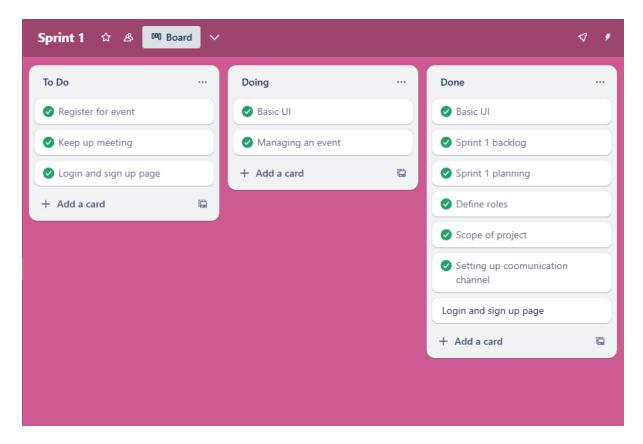
Duration: 2 weeks.

Rationale: These stories form the MVP, addressing organizer needs for event setup and attendee and customers needs for access and participation, as outlined in SRS Section 2.2 and PB Section 3.1.

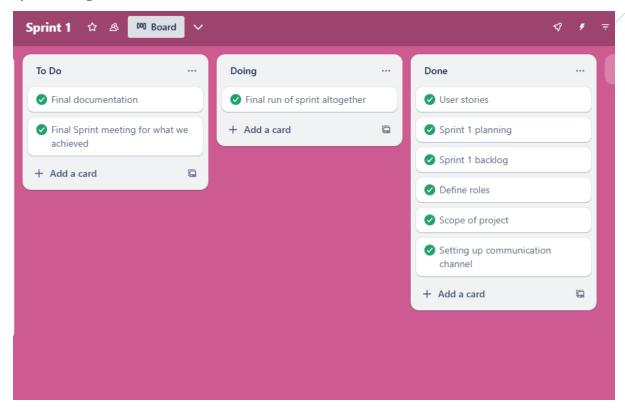
1.1.1. Trello Snaps:



Sprin1 Backlog and start of sprint



Mid of Sprint



End of Sprint

1.2. Sprint 2 Backlog:

This subsection outlines a selection of user stories for Sprint 2, focusing on medium-priority features to enhance the system. The takes up the maximum effort of the total backlog (62 story points total, aiming for 22, 35% of total effort). Three sprints are planned, with Sprint 1 covering high-priority features and Sprint 3 addressing remaining enhancements and flexibility.

• Update Details of Event

• Reference: PB Section 2.2, Item 6; SRS Section 3.2, Item 3

Effort: 3 story points

 Details: Allows organizers to modify event details, improving flexibility post-MVP.

Cancel Event

Reference: PB Section 2.2, Item 7; SRS Section 3.2, Item 4

Figure 1 End of Sprint

Effort: 3 story points

• **Details**: Enables event cancellation, supporting organizer control.

Close Event Registration

Reference: PB Section 2.2, Item 8; SRS Section 3.2, Item 7

• **Effort**: 2 story points

Details: Permits registration closure, enhancing event management.

Send Event Notifications

Reference: PB Section 2.2, Item 9; SRS Section 3.2, Item 6

Effort: 8 story points

 Details: Sends updates to attendees, improving communication, dependent on registration.

Cancel Registration by Attendee

• Reference: PB Section 2.1, Item 10; SRS Section 3.1, Item 5

• Effort: 3 story points

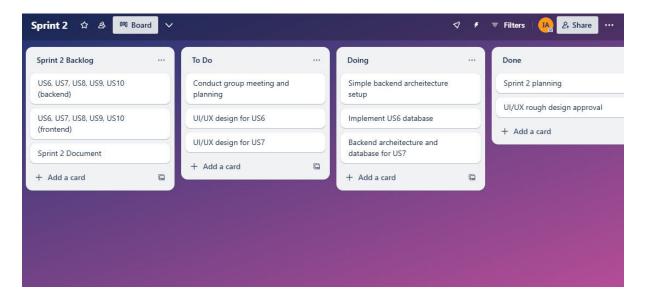
 Details: Permits attendees to withdraw from events, enhancing user flexibility, dependent on registration.

• Total Effort: 19 story points

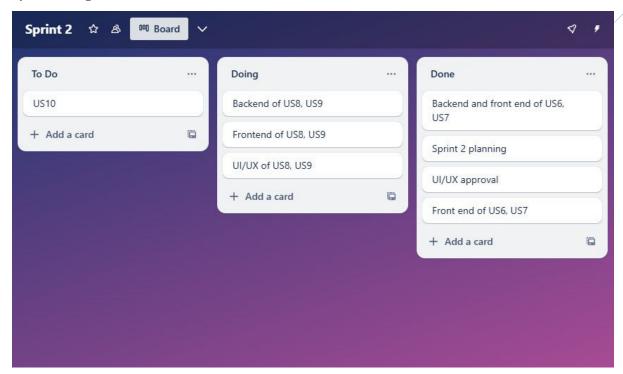
Duration: 2 weeks

 Rationale: This subset (30% of total effort) focuses on event management enhancements and communication. These stories build on Sprint 1's foundation, aligning with SRS Section 2.2 and PB Section 3.1 goals for organizer and attendee functionality.

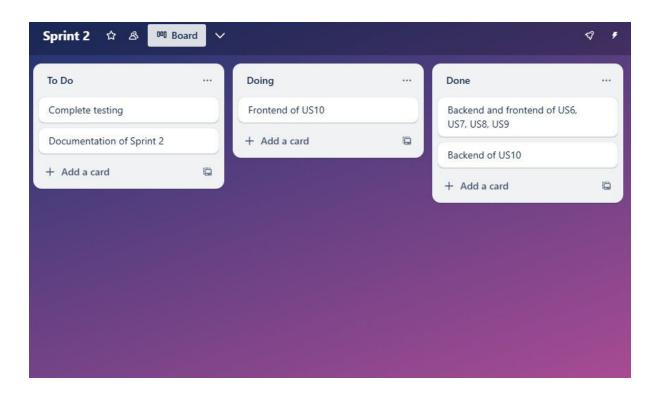
1.2.2. Trello Snaps:



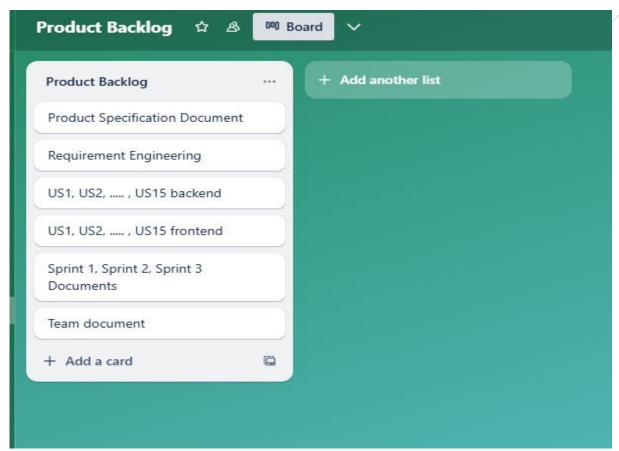
Sprint 2 Backlog and start of sprint



Mid of Sprint

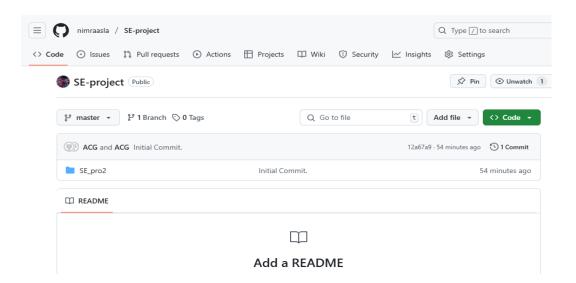


End of Sprint



Link to repository:

https://github.com/nimraasla/SE-project



Sprint Backlog		
	Arigatou gozaimasu	