Phase/Workstream	າ		User Interation/Design	Front End and Backend Coding	Communications
Setup/Intro		30		All confirm network connectivity, access to systems, and set up of roor	m
Planning	Sprint 0	10	One Team member reads Stories out loud		
			alternatives (quick sketches if possible), ASK	Tech Lead (or Team) think and if any changes needed to system and application architecture design of the sample app because of the new user stories. Also decides if , the current DevOps pipeline support the work being asked to be completed in Sprint1 Development team breaks the stories into tasks as appropriate. Team estimates the number of GWT statements needed per story to define done. The scored backlog is ready for a planning/priority conversation with the PO.	Product Owner (PO) is engaged in conversations on design. Stories are copied onto stickies and scored
	Sprint 0	15	Team meets with PO, addresses a	ny questions on stories and discusses priorities. End of the meeting te	am commits to stories for the day.
Planning Standup	Sprint 0				
			Designs are fleshed out in sketches or wireframes, alternatives developed for design questions - including flow and messaging	Team members work on functional test development using GWTs. Check in tests.	PO is engaged with UX converstations
Test Development	Sprint 1				
	Consider to 4		Feedback from UX conversations are	Tests are revised	PO is engaged to confirm scope if needed and
	Sprint 1		communicated to the team	Charles and and a support with a contract of the contract of t	priority as needed.
			UI Designs are translated to HTML/CSS as needed. Javascript assistance is provided based on story needs	Stories are coded per test criteria. Check ins should be done regularly. Coding chunks should be small and regular	As needed and at the end of the time slice - PO is engaged in a team standup
				Client SIde: UI designs are coded and connected to backend modifications as needed, per test criteria	
				DB: New or changes to existing db schema are done as needed.	
Codo Dovolonment	Sprint 1			Server Side: New or changes to APIs, MicroServices and DataServices are created using Java, Junit using TDD.	
Code Development Sprint 1 Standup	Spriit 1	15	Standun:	I #2 - Any Blockers, Any Risks, Any reason we cannot complete the com	l mitment?
			UX is validated as needed.	Full team is engaged in finishing, validating and completing stories.	As needed and at the end of the time slice - PO
		. •		, random premis stories.	is engaged in a team standup
				Client SIde: UI designs are coded and connected to backend modifications as needed, per test criteria	
				DB: New or changes to existing db schema are done as needed.	
				Server Side: New or changes to APIs, MicroServices and DataServices are created using Java, Junit using TDD.	
Code Development	Sprint 1				
Sprint 1 Final Standup	Sprint 1	15	Retrospective: (learning and growth opportunities. Any innovations to consider?		PO is engaged in the retrospective
Demo	Shillif T	15			
Demo		30			
Q&A		30	Evaluator's Q&A		
Total Time		330			