IFB398

Interim Report

Due: 11:59 pm, Monday 4th June Weight: 40%

Declaration

By submitting this assignment, I am/We are aware of the University rule that a student must not act in a manner which constitutes academic dishonesty as stated and explained in the QUT Manual of Policies and Procedures. I/We confirm that this work represents my individual/our team's effort, I/we have viewed the final version and does not contain plagiarised material.

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1.0 - Introduction

Colour My Pot is a pottery studio based in Cleveland, where customers can elect from a range of pottery pieces to paint during a booked party or in one of the many classes or events the studio holds regularly.

The client Ed Colgan requested that a new system be introduced to deal with customer orders and bookings. Currently the business has issues with customers forgetting to bring their receipts with them once their pottery has been fired in the kiln, which leads to longer wait times and more work for the employees.

The solution to be implemented is a mobile friendly customer web portal. This web portal will keep track of customer orders, bookings and contain a loyalty program to encourage return visits. The goals of this solution are to reduce the time taken for a customer to receive their order by having the order be automatically tracked through the application, incentivise customers to return to Colour My Pot by implementing a loyalty and discount system and to keep customers informed about Colour My Pot through an optional newsletter system.

The target audience for the web portal for mothers between the ages of 30 and 50 with young children. According to the client these mothers predominantly use IPhones as their primary device and as a result the web portal will need to be made with IPhones as the primary device. Other audiences that will be targeted with the web portal are artists who want to expand their skill set by taking the adult night classes and locals who have an interest in art.

The complexity of this project requires many different APIs and development platforms to be used for the final product. The web portal will be built using Wordpress and PhP for the development. The site will also be using Vend API for the point of sale system, Occasion API for booking of events, Mailchimp for sending emails to customers, Google calendars and YouTube APIs.

Originally the web portal was going to be using the Kounta API for the point of sales system however due to cost issues with the client it was scrapped in favour of Vend.

2.0 - Project Scope and Plans

The project was split into two different releases. The first release focuses on the development of the booking and payment system along with the basic mobile design mockups. These were prioritised for the first release as they are core to the clients needs and business operation.

The second release focuses on the development of the core customer order retrieval which relies on the completion of the first release to start development on and the implementation of the mobile interface. The second release also focuses on the development of the optional and less important features stated by the client. These features include the social media integration, the newsletters, galleries and tutorials and the loyalty program. It was decided by the team that these features would be in the second release as they are not core the business needs defined by the client.

Project Plan

Throughout the projects two distinct releases each release is partitioned into smaller more focused components as will be described below.

Release 1:

The goal behind release 1 is to complete the backend processes for the main function of the platform and to create an overall layout and design of the platform to set the foundation for the implementation for smaller processes in release 2.

Feature number	Release name	Details
1	Portal Design	To be completed at the end of semester 1 as part of release 1 the focus of the portal design is to generate and finalise high quality plans and designs of the overall platform currently being developed.
2	Booking Integration	Released at the end of semester 1 booking integration aims at completing the backend processes of registering customers, placing bookings, and including notifications for bookings.

Release 2:

To be the final release and completed project release 2 will include order history and implementation of the user interface as well as a number of smaller features to be included in the platform.

Feature number	Release name	Details
1	Order Retrieval	Estimated to be complete in week 4 of semester 2 order retrieval will allow users to view their history of previous orders.
2	Social Media & Newsletter integration	With a tentative completion date at the middle of semester 2 social media will be integrated into the platform as well as access to newsletters.
3	Loyalty Program	Also expected to be complete at the middle of semester is the loyalty program which will be integrated into the booking process.
4	Galleries & Tutorials	The final function to be included in the platform is expected to be complete at the end of semester 2. The implementation of galleries & tutorials will focus on integrating YouTube & Instagram content into the platform.
5	Portal Design Implementation	To be completed by the end of semester 2 the platform designs and layout formulated in release 1 will be implemented into the platform

User stories

Within each release described above there are a number of user stories. Each release will be broken down into individual stories and described below.

The user stories that comprise Release 1 include the Following:

User story number	User story name	Details
12	Mobile friendly design & target users	This story covers both design and implementation of the platform, where a successful design will be easy to navigate and compatible with IOS.
9	Customer Registration	Implemented with WordPress users can sign up to the service with all necessary details.
6	Customer Booking Notification	Upon the completion of a booking customers will get the option to receive a notification via email or to get their booking set to their Google calendar.
10	Placement of Customer Bookings	Functionality of this process will be completed with GetOccasion and access via the bookings page of the platform.
13	Bookings Sent to Calendar	Once a customer completes a booking is completed through GetOccasion the time of the appointment will be sent to the business owner's google calendar automatically.

Release 2 user stories:

User story number	User story name	Details
1	View Customer Order History	Using functionality in Vend the business own can view customers order history.
2	View Customer Booking	Once a customer completes a booking is completed through GetOccasion the time of the appointment will be sent to the business owner's Google Calendar automatically
5	Order Processing	As the main desire of the client the platform will be developed to be a single contact point for customer orders with all functionality provided on one platform.
8	View Customer Purchase History	With the backend side handled with Vend users will have a page where they can view their order history. Relevant information such as date and order number are to be included.
3	Newsletters	Using the MailChimp API the owner will be able to upload promotional newsletters to the platform. Users will be given a dedicated page to access these from.

7	Social Media Integration	Links will be provided to users of the platform to access the businesses range of social media accounts.
4	Loyalty Program	Implemented with Vend there will be included a page for users to access their loyalty dashboard. Included within this are to be current offers, referral code and a tracker for the customers loyalty rewards.
11	Tutorials & Galleries	A dedicated page will be included on the platform for users to access tutorials integrated from YouTube and galleries integrated from Instagram.
12	Mobile friendly design & target users	The same as mentioned above but this will focus on the implementation to the platform with WordPress.

Feasibility Analysis

This project has market feasibility and is also technically feasible. It is not prone to competition as there are not many pottery design workshops in Cleveland. It has a target audience who are mostly mothers of 30-50 years of age who wants to book workshops for their children and adults who are interested in pottery design to attend classes after their work hours. It also has an advantage of its location as it is located in the heart of Cleveland CBD which has plenty of free street parking for customers to get there by car. For customers using the public transport, there is a train station which is less than a five minute walk to the studio. For the technology development which is a mobile friendly web portal to keep track of customer orders and for customers who tend to forget to get their ticket during pottery collection, all the resources required are available.

The technology used for this project is discussed in the technology description section which is under the 3.0 Artefact section. To make sure that the project is delivered on time, a sprint plan was made which consists of two releases. However, the development team has decided to contribute two extra hours in the project timeline every week in case of any anticipated time delays to resolve any unexpected issues encountered. The issues can be identified as technical failure, unexpectable personnel-related issue etc. Therefore, it will be made sure that the project will progress as per planned to deliver it on time.

3.0 - The Artefact

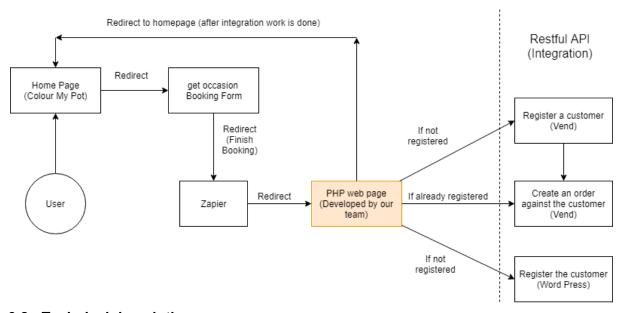
Demo video is provided in the following link (see Joshua Yoon's comment for guides and turn on english subtitles):

https://www.youtube.com/watch?v=sN0Y4nAWcyM&feature=youtu.be

3.1 - Architecture

When a user wants to book a table, the user has to enter the home page (colour my pot) and there are descriptions of events and buttons that redirect the user to get occasion (the other web app) booking form. Once the booking is done, Zapier (the other web app) enables to redirect the user to a PHP web page developed by the development team. When the user is on the PHP web page, the user's information from get occasion will be pushed to Vend and WordPress, registering as a new user and creating an order. Once the integration work is done, the user is redirected to the home page (colour my pot).

Diagram 1 - describes the process of how booking integration is done



3.2 - Technical description

The development team used cURL (a library that makes HTTP requests in PHP) for restful API because the client's web server only supports PHP, html and javascript.

In order for the development team to work efficiently, the team made three functions to use cURL.

First function is **getCurl** (see Appendix 1). This function retrieves JSON data from occasion JSON server and register a new user by entering customer details (id, password and name) in the parameters of url.

Second function is **postCurl** (see Appendix 2). This function creates new JSON data (creating an order and customer in vend).

Third function is **putCurl** (See Appendix 3). This function updates JSON data stored in the server by recording time in the customer's note. This function is further explained in the quality and metrics.

When a customer finishes the booking using getoccasion booking form, the customer's details are pushed to the latest order of the JSON server of getoccasion (**See Appendix 4**), meaning that the latest order is array[0] when JSON data is decoded to array. The development team decoded the JSON data to array and made variables (**See Appendix 5**). The were used variables to integrate with vend and wordpress.

3.3 - Functionality

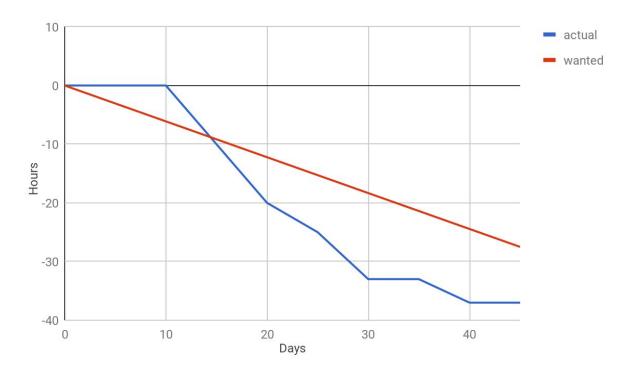
In order to prove that the development team's code actually works, the team used customized information instead of retrieving data from GetOccasion JSON server (see Appendix 6). When the development team used customized information, it successfully registered a new user in vend (see Appendix 7) and wordpress (see Appendix 8) and successfully created an order in Vend (see Appendix 9) when using customized information.

These correspond to the user stories and release plan that had been stated before. The new registered used corresponds to the customer registration release (**see Appendix 14**). The order created in Vend corresponds to the booking integration portion of the release plan (**see appendix 14**). The result of this is that all the features stated in the release plan are satisfied.

3.4 - Quality and Metrics

The most important thing in the development process was not to make any duplicated users and orders. There wasn't any need for the development team to program a code to prevent making duplicated users because user's email address and name are used as unique identifiers in Vend and WordPress, restricting duplications. However, creating an order required some coding to restrict duplications. In order to restrict duplications, the development team programmed a code to record the booking time (from year to millisecond) in customer's note (see Appendix 10). When a customer makes a booking, the code checks if there is any history of booking time in the note (see Appendix 11). If it is empty, it records time in the note by using putCurl and creates an order. If there is any recorded booking time in the note, it iterates through every element of the recorded booking times in the note and checks if the booking time is the same as the latest order. If the booking time is the same, it doesn't take any action. However, if the booking time is different, it creates an order and adds the new booking time by using putCurl function. Therefore, even when a user enters the page multiple times by mistake, it doesn't create duplicated orders. The demo video shows registration of users and creating an order are not duplicated (2:27-2:51).

Diagram 2 Burndown chart



The burndown chart above shows the development hours of the project compared to the ideal time taken to produce the project. There was a delay during the development of the project due to the changing of the Kounta API to Vend API for the completion of the payment process. This change was needed due to the cost of giving the development team access to the API was too high for the client to justify and as a result the development of the project was halted for around 1.5 weeks while the client sorted out the new API for use.

4.0 Artifact 2 Mobile design

Technical Exploration and Design Projects Design

Structure:

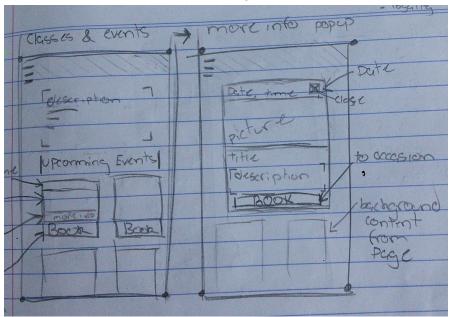
Tasked to create an app to act as a single point of contact for the partners' clients a design solution that would cater to the technical requirements and user base would need to be found. Through the process of designing the portal there were some alternative consideration for the final design, from observations of already existing apps of a similar function to new design iterations.

Description and Process:

In regard to the design process it wasn't really a case of there being multiple different development routes and the need to analyse different iterations to generate a final design. However as a point of reference in developing the platform our industry partner recommended looking at MyPotteryApp (http://www.mypotteryapp.com/features.html) as a base to start our designs. Upon investigating the app, it was evident that there were technical similarities between the app and the task given by the client, but the style of the app seemed dated and the team decided that a new design would be more beneficial.



Seen above the home page for a studio supported by MyPotteryApp uses a mix of different styled icons which do not help with the continuity of style. Regarding the low fidelity sketches of the design there were few issues and few details that did not make it to the final design. As the nature of these sketches were to be a simple representation of each page of the platform having a clear understanding of the problem ensured there were no issues creating accurate and relevant mock-ups.



A snapshot of some of the prototypes above shows designs that will change little in the final iteration.

Working on the high-fidelity designs there was some trial and error specifically regarding colour schemes. Our initial Goal was to incorporate each of the three colours of the business logo into the platform design. After some trial with this however these colours contributed to making the design look messy and ultimately unnecessary in producing an easy to use design. For a visual of the final design (**see appendix 13**).

Preferred Approach

Ultimately, the team settled on a design with a simple two-tone colour scheme. One where there would be no excess of colour detracting from the key information on each page. Along with this each page is designed with a single purpose in mind, to display only the necessary information for each page without excess links or data not relevant to the dedicated page. As the team were keeping usability in mind creating a simple interface for the customers was important. So one factor the team tried to replicate were some of the layouts of the current system the business is working with such as the layout of the booking system.

Quality and Metrics

The task of creating the platform design was housed in a single user story for platform design though the team went over time on the allocated estimate the team managed to produce a product that our partner was pleased with and that could be built upon during the implementation to the system in semester two. Ultimately, the team believes that the designs produced is better that the alternatives explored for the following reasons:

- Superior readability
- · Simple selection of colour
- Easy to follow layout

Though the team is satisfied with the result the scheme of colour does not entirely for the identity of the art studio we are representing, somewhat causing a conflict between app design and brand identity.

5.0 Appendix

Appendix 1

Appendix 2

```
function getCurl($url, $website)
{
    $curl = curl_init();

    curl_setopt($curl, CURLOPT_HTTPAUTH, CURLAUTH_BASIC);

    if($website=="VEND")
    {
        $authorization = "Authorization: Bearer api key";
            curl_setopt($curl, CURLOPT_HTTPHEADER, array('Content-Type: application/json' , $authorization ));
}
else if($website=="OCCASION")
    {
        curl_setopt($curl, CURLOPT_USERPWD, "api key:api key");
}

curl_setopt($curl, CURLOPT_USERAGENT, 'Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.8.1.13) Gecko/20080311
Firefox/2.0.0.13');
    curl_setopt($curl, CURLOPT_URL, $url);
    curl_setopt($curl, CURLOPT_RETURNTRANSFER, true);
    $result = curl_exec($curl);
    curl_close($curl);
    return $result;
}
```

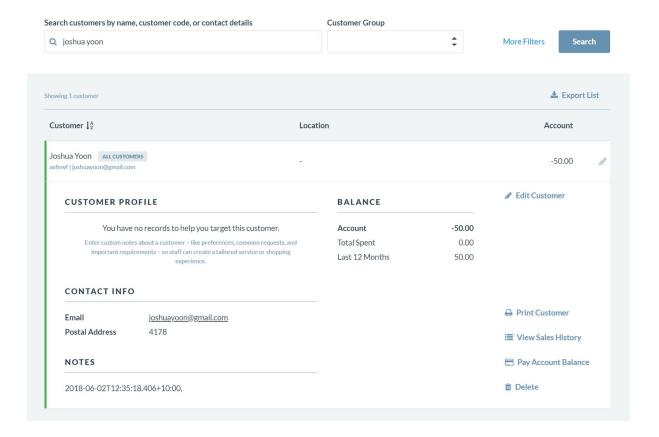


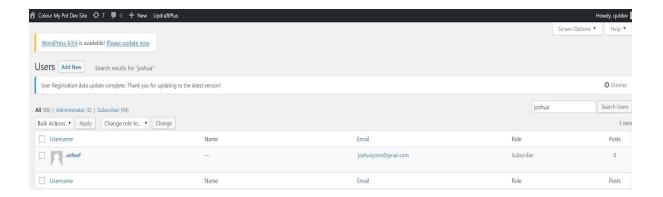
```
$url="https://app.getoccasion.com/api/v1/orders";
$website="OCCASION";
$result = getCurl($url, $website);
$array = json_decode($result, true);
$payment=$array["data"][0]["attributes"]["payment_status"];
$booking=$array["data"][0]["attributes"]["status"];
$email=$array["data"][0]["attributes"]["customer_email"];
$name=$array["data"][0]["attributes"]["customer_name"];
$first_name=$array["data"][0]["attributes"]["customer_first_name"];
$last_name=$array["data"][0]["attributes"]["customer_last_name"];
$password=$array["data"][0]["id"];
$zip=$array["data"][0]["attributes"]["customer_zip"];
$quantity=$array["data"][0]["attributes"]["quantity"];
$tax=$array["data"][0]["attributes"]["tax"];
$price=$array["data"][0]["attributes"]["price"];
$description=$array["data"][0]["attributes"]["description"];
$created_time=$array["data"][0]["attributes"]["created_at"];
```

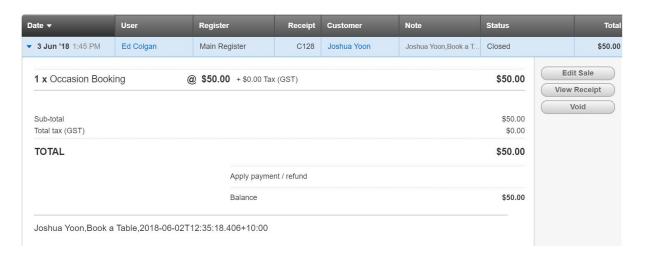
```
$payment="completed";
$booking="booked";

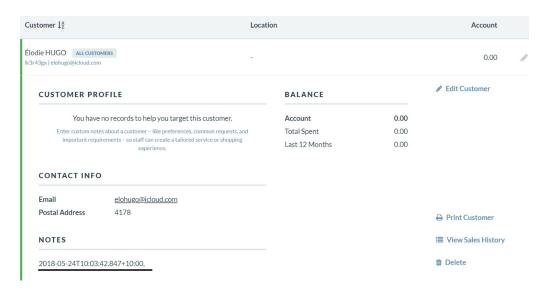
if($payment=="completed" && $booking=="booked")
{

    $email="joshuayoon@gmail.com";
    $name="Joshua Yoon";
    $first_name="Joshua";
    $last_name="Yoon";
    $password="aefewf";
    $zip="4178";
    $quantity="1";
    $tax="0";
    $price="50";
    $description="Book a Table";
    $created_time="2018-06-03T11:23:19.506+10:00";
```







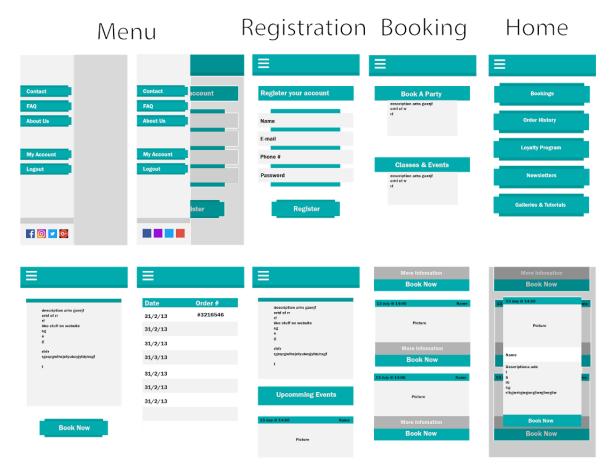


```
//recorded booking time in cutomer's note
$arr=$arr_cust["customers"][0]["note"];
//cutomer's booking time from the latest order
$addvar=$created_time;
//======check the note
//if there is any recorded booking time in the note
if($arr!=null)
{
   //change the string in to array by separating ','
   $strvar = explode(',', $arr);
   $ck=false;
   $cnt=0;
   $counter=count($strvar);
   for($cnt;$cnt<$counter;$cnt++)</pre>
       //if recorded booking time of customer's note is the same as the first occasion json data
      if($strvar[$cnt]==$addvar)
          $ck=true;
      }
   //if there isn't any same booking time
   if(!$ck)
   {
       //==========update note
       $arr.=$addvar.",";
      $url="https://colourmypot.vendhq.com/api/2.0/customers/".$arr_cust["customers"][0]["id"];
      $input_arr=array("data" => array("note" => $arr) );
       $json_input = json_encode($input_arr);
      putCurl($url, $json_input);
       //======CREATE VEND ORDER
      $url="https://colourmypot.vendhq.com/api/register_sales";
       $json_data = json_encode($data);
      postCurl($url, $json_data);
//if the note is empty
else
       //==========update note
       $arr.=$addvar.",";
       $url="https://colourmypot.vendhq.com/api/2.0/customers/".$arr_cust["customers"][0]["id"];
       $input_arr=array("data" => array("note" => $arr)
      $json_input = json_encode($input_arr);
putCurl($url, $json_input);
       $url="https://colourmypot.vendhq.com/api/register_sales";
      $json_data = json_encode($data);
      postCurl($url, $json_data);
```

Appendix 12 meeting minutes

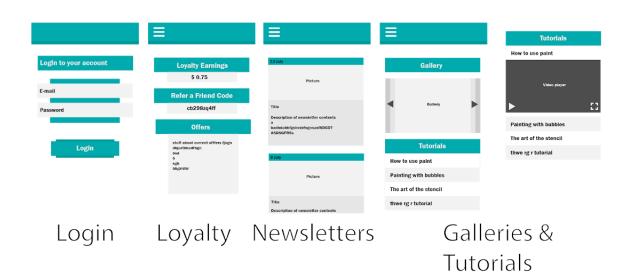
Meeting	Date	Time	Comments
Meeting 1	13/3/18	5:30pm-6:30pm	Initial meeting after meeting with client
Meeting 2	20/3/18	5:20pm - 6pm	Discussing of the development options
Meeting 3	11/4/18	1pm-2pm	Creation of the release and sprint plan
Meeting 4	17/4/18	5:15pm-6:30pm	Finalising user stories and creating the release and sprint plan
Meeting 5	18/4/18	6:30pm - 8:20pm	Finishing the release and sprint plan and re-organising of the work after tutor meeting
Meeting 6	26/4/18	1pm -4:20pm	Discussing of the mockups, beginning of report
Meeting 7	1/5/18	6:30pm - 7pm	Demo of the work completed during development
Meeting 8	7/5/18	3pm-4pm	Discussing the mockups and report
Meeting 9	22/5/18	12pm-2pm	Discussing mockups and report
Meeting 10	29/5/18	5pm-6pm	Finalising release 1
Meeting 11	3/6/18	12pm - 3:30pm	Finalising report

Appendix 13 mockups



Party booking
Order History

Event Booking



Release Plan

Release 1: Portal Design & Booking Integration

Sprints: 1 & 2

Delivery date: 21-25/5/18

Story Points: 18.75

The goal of release one is to have the core functionality and design of the platform setup. These being the design of the portal, the customer registration and the integration of the booking system.

Portal Design

As a point of emphasis the platform will be created with mobile user accessibility in mind while developing with industry api's on a wordpress platform.

Story ID	Story Title	Story Points
12	Mobile friendly design and target users	8

Customer registration

Upon entering the portal the user will be prompt to either log in or sign up. These details will be used to maintain a record of orders placed by the user.

Story ID	Story Title	Story Points
9	Customer registration	4

Booking Integration

Implementation of the booking system to allow the user to place bookings.

Story ID	Story Title	Story Points
6	Customer booking notification	0.5
10	Placement of customer bookings	2.5
13	Bookings sent to calendar	0.75
5	Order processing	3

Release 2: Order Retrieval, Portal Design & Additional Features

Sprints: 3, 4, 5, 6, 7

Delivery Date: End of Semester 2

Story Points: 24

This release will focus on the retrieval of customer orders and bookings, social media and newsletters, the implementation of the loyalty program, galleries and tutorials and the final implementation of the designs.

Customer Order Retrieval

Implementation of the ability to view customer orders and bookings from the customer and owner point of view.

Story ID	Story Title	Story Points
1	View customer order history	3
2	View customer booking	1
8	View customers own purchase history	3

Social Media Integration & Newsletters

Implementation of newsletters to the platform along with the integration of social media links.

Story ID	Story Title	Story Points
3	Newsletters	1
7	Social media integration	.75

Loyalty Program

Implementation of the ability for customers to receive bonuses for repeated visits and referring friends.

Story ID	Story Title	Story Points
4	Loyalty program	3

Galleries & Tutorials

Implementation of YouTube tutorials and Instagram galleries.

Story ID	Story Title	Story Points
11	Tutorials and galleries	4.25

Portal Design Implementation

Implementation of the platform design finalised in release one.

Story ID	Story Title	Story Points
12	Mobile friendly design and target users	8

Delivery Schedule:

Semester 1	Semester 2
Release 1: May 25	Release 2: End Semester 2

Semester 1	Semester 2
Sprint 1: May 25	Sprint 3: First 1/4 Semester
Sprint 2: May 25	Sprint 4: Mid Semester
	Sprint 5: Mid Semester
	Sprint 6: End Semester
	Sprint 7: End Semester

Sprint Plan

Sprint 1: Portal Design

Total Story Points: 8

Velocity: 10

2 team members working on a 2 week sprint (10 days) = 20 working days.

0.5 story points per day, per member.

1 story point = 2 hours.

Story 12: Mobile friendly design and target audience

Task ID	Task Description	Estimate	Taken
1	Create workflow diagrams	5	2
2	Create page mockups	3	10

Total story points: 8

Total hours: 16

Sprint 2: Booking Integration

Total Story Points: 7.75

Velocity: 25

2 team members working on a 5 week sprint (25 days) = 50 working days.

0.5 story points per day, per member.

1 story point = 2 hours.

Story 9: Customer Registration

Task ID	Task Description	Estimate	Taken
1	Produce necessary models and prototypes	1	
2	Implement feature onto the platform	2	
3	Test limitations and scope of registration	0.5	
4	Create Summary of the implementation of Customer Registration	0.5	
			10

Total Story Points: 4

Total Hours: 8

Story 6: Customer booking notification

Task ID	Task Description	Estimate	Taken
1	Implement email notification system	.25	-
2	Implement calendar integration	.25	-

Total Story Points: .5

Total Hours: 1

Story 10: Placement of Customer Bookings

Task ID	Task Description	Estimate	Taken
1	Produce prototypes and development models	1	
2	Implement features to platform with getoccasion	1	
3	Generate Summary of Tasks and process	0.5	

Total Story Points: 2.5

Total Hours: 5

Story 13: Bookings Sent to Calendar

Task ID	Task Description	Estimate	Taken
1	Add method to send booking dates to google calendar	0.5	2
2	Create Summary of implementation	0.25	-

Total Story Points: 0.75

Total Hours: 1.5

Story 5: Order Processing

Task ID	Task Description	Estimate	Taken
1	Integrate Vend and Occasion data together	6	10

Total Story Points: 3

Total Hours: 6

Sprint 3: Customer Order Retrieval

Total Story Points: 10.75

Velocity: 15

2 team members working on a 3 week sprint (15 days) = 30 working days.

0.5 story points per day, per member.

1 story point = 2 hours.

Story 1: View Customer Order History

Task ID	Task Description	Estimate	Taken
1	Generate necessary process models and prototypes	1	
2	Implement feature to platform	2	
3	Test functionality	0.5	
4	Generate summary of development process	0.5	

Total Story Points: 3

Total Hours: 6

Story 2: View Customer Bookings

Task ID	Task Description	Estimate	Taken
1	Produce prototypes and development models	.5	
2	Implement features to the platform	2.5	
3	Test functionality	0.5	

Total Story Points: 3.5

Total Hours: 7

Story 8: View Customers Own Purchase History

Task ID	Task Description	Estimate	Taken
1	Create diagrams and prototypes	0.75	
2	Implement feature to the user platform	2	
3	Test limitations of the feature	0.5	
4	Create summary of method and tasks	0.5	

Total Story Points: 3.75

Total Hours: 7.5

Sprint 4: Social Media & Newsletters

Total Story Points: 3

Velocity: 5

2 team members working on a 1 week sprint (5 days) = 10 working days.

0.5 story points per day, per member.

1 story point = 2 hours.

Story 3: Newsletters

Task ID	Task Description	Estimate	Taken
1	Implement newsletters functionality	1.25	
2	Implement implement opt in/out for newsletters	0.25	
3	Test feature	0.25	

Total Story Points: 1.75

Total Hours: 3.5

Story 7: Social media integration

Task ID	Task Description	Estimate	Taken
1	Implement Facebook integration	0.5	
2	Implement Instagram integration	0.5	
3	Test the feature	0.25	

Total Story Points: 1.25

Total Hours: 2.5

Sprint 5: Loyalty Program

Total Story Points: 3

Velocity: 10

4 team members working on a 1 week sprint (5 days) = 20 working days.

0.5 story points per day, per member.

1 story point = 2 hours.

Story 4: Loyalty program

Task ID	Task Description	Estimate	Taken
1	Create diagrams and prototypes	0.5	
2	Implement loyalty points to the user platform	1.5	
3	Test limitations of the feature	0.5	
4	Create summary of method and tasks	0.5	

Total Story Points: 3

Total Hours: 6

Sprint 6: Galleries & Tutorials

Total Story Points: 4.25

Velocity: 20

4 team members working on a 2 week sprint (10 days) = 40 working days.

0.5 story points per day, per member.

1 story point = 2 hours.

Story 11: Tutorials and galleries

Task ID	Task Description	Estimate Ta	aken
1	Create diagrams and prototypes	1	
2	Implement YouTube tutorials	1	
3	Implement instagram galleries	1	
4	Test feature	0.75	
5	Create summary of method and tasks	0.5	

Total Story Points: 4.25

Total Hours: 8.5

Sprint 7: Portal Design Implementation

Total Story Points: 8

Velocity: 20

4 team members working on a 2 week sprint (10 days) = 40 working days.

0.5 story points per day, per member.

1 story point = 2 hours.

Story 12: Mobile friendly design and target audience

Task ID	Task Description	Estimate	Taken
1	Implement final designs	5	
2	Test site	3	

Total story points: 8

Total hours: 16