## 4.1. Schedule

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Tasks | | | Est. Time  (hr) | Est. Cost  (US $) | Factor | Time  (hr) | Cost  (US $) |
| Pregame | Planning | Development of a comprehensive backlog list | 12 | 100 | 1.2 | 28.8 | 120 |
| Definition of the delivery date and functionality of one or more releases |
| Selection of the release most appropriate for immediate development |
| Mapping of product packets (objects) for backlog items in the selected release |
| Definition of project team(s) for the building of the new release |
| Assessment of risk and appropriate risk controls | 12 | 100 | 1.2 | 14.4 | 120 |
| Review and possible adjustment of backlog items and packets |
| Validation or reselection of development tools and infrastructure |
| Estimation of release cost, including development, collateral material, marketing,  training, and rollout |
| Verification of management approval and funding |
| Architecture/High Level Design | Review assigned backlog items | 1 | 10 | 1.2 | 1.2 | 12 |
| Identify changes necessary to implement backlog items | 8 | 40 | 1.2 | 9.6 | 48 |
| Perform domain analysis to the extent required to build, enhance, or update the  domain models to reflect the new system context and requirements |
| Refine the system architecture to support the new context and requirements |
| Identify any problems or issues in developing or implementing the changes | 4 | 25 | 1.2 | 4.8 | 30 |
| Design review meeting, each team presenting approach and changes to implement  each backlog item. Reassign changes as required |
| Game | Sprint | Sprint Planning Meeting | 8 | 50 | 1.2 | 9.6 | 60 |
| Daily Scrum Meeting | 0.25 | 5 | 1.2 | 0.3 | 6 |
| Defining changes needed for the implementation of backlog requirements  into packets, opening the packets, performing domain analysis, designing,  developing, implementing, testing, and documenting the changes. Development  consists of the micro process of discovery, invention, and implementation | 480 | 10000 | 1.2 | 576 | 20000 |
| Closing the packets, creating a executable version of changes and how they  implement backlog requirements | 30 | 200 | 1.2 | 36 | 240 |
| Sprint Review Meeting | 4 | 50 | 1.2 | 4.8 | 60 |
|  | Sprint Retrospective Meeting | 4 | 50 | 1.2 | 4.8 | 60 |
| Postgame |  | Preparation for release, including final documentation, pre-release staged  testing, and release | 160 | 1500 | 1.2 | 192 | 1800 |
| Total | | | | | | 882.3 | 22556 |

(Based on Ken Schwaber 2011)