# IT-414   Lab-4
# Software Project Management

## Group 26

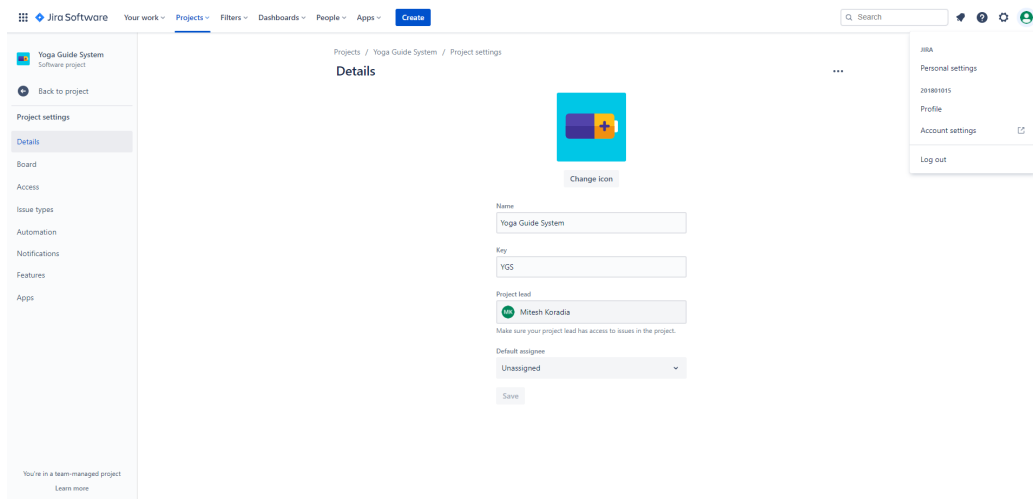Shantanu Tyagi (201801015)

Mitesh Koradia (201901017)

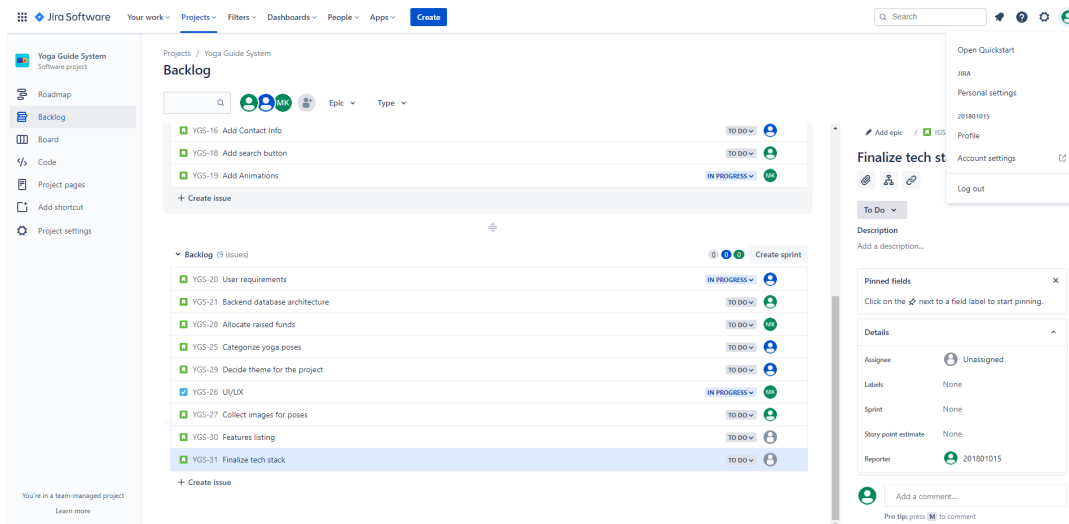Shubham Sharma (201801058)

# 1. Abstract :

If you have ever practised yoga, you can easily relate to its tremendous potential for improving mental, physical, spiritual, and emotional wellbeing. Increased awareness of physical health and fitness has made people far and wide adopt yoga as a way to stay fit and keep their minds calm. Around more than 300 million citizens practise yoga worldwide. With respect to this budding market and realising its potential, we plan to bring people together through yoga. With the aid of yoga software, people can practise yoga at the time they wish, along with the right postures and asanas. The development of this software provides just the right road to self-development and self-knowledge to the people. The main objective of our software is to enable anyone to do yoga from their comfort zone.

On research, it appears that there are various types of people with different preferences for practising yoga. So, we will consider various personas for a user-centric app. It will offer a complete workout, not just for the body but also for the mind and soul. This is ensured using a pleasing UI/UX design that keeps your spirits high. It promotes inner peace by striking a harmony between the physical, emotional, and spiritual well-being of a person with the right utilisation of sound graphics and touch responses. Applications for yoga are divided into two types: applications that let users practice independently and applications that connect users with yoga instructors. The prior one is free for all while the latter one is a paid subscription plan.

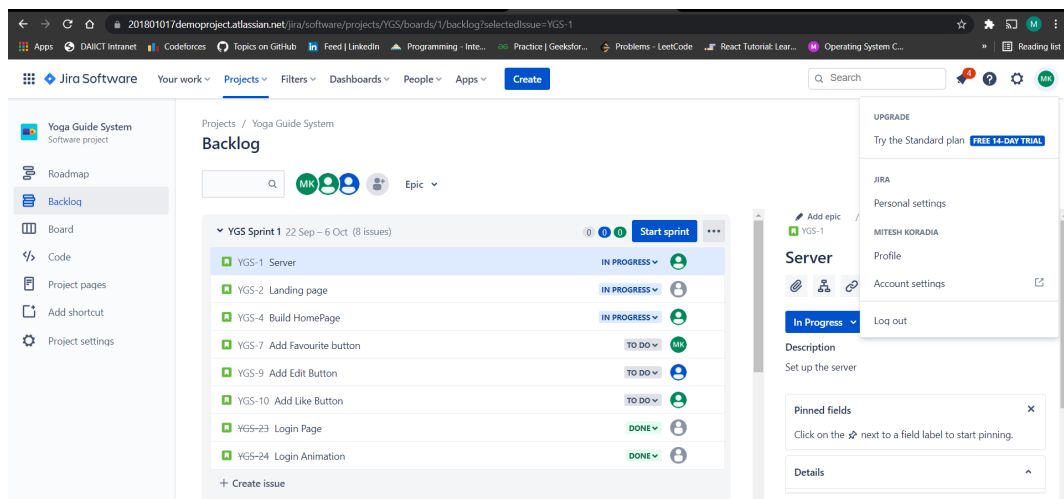**2.** A blank project was created, collaborators were invited.



**3. A)** Backlogs added



**B)**

- Sprint-1 created

- Sprint-2 created



❖ Completed Issues(Sprint-2)

# 4. Meeting notes for sprints:

## Meet 1:



## Meet 2:

## Meet 3:



## Meet 4:

## Meet 5:



## Meet 6:

## 5. Retrospective page:

# 2021-09-22 Retrospective

Created by 201801015
About 3 hours ago • 1 min read

The goal of this retrospective is to discuss the current progress achievements and improvements that can be done in the early stage so as to make it easy in the later stages to manage the project.

| Date | Sep 22, 2021 |
|---|---|
| Team | Yoga Guide System |
| Participants | Shantanu, Shubham, Mitesh |

## Background

Various improvements can be made with respect to keeping different teams updated, and accounting for user experience from the very start itself. The planning was done very well and all the tasks were completed on time with proper feedback. A few practices that caused delay need to be worked upon.

| Start doing | Stop doing | Keep doing |
|---|---|---|
| • Grammer check while writing and not at the end<br>• Pre launch testing<br>• Account of ease of navigation<br>• Adding personalisation in features wrt the profile<br>• Communicating on the progress and difficulties<br>• Asking different teams about their work to get overall information about the project | • Overthinking about implementing multiple feewtures instead of making existing features better<br>• Landing page took too much time to deploy<br>• clear backlogs before moving on the the next sprint | • Planning was much better than last time<br>• Respect the deadlines<br>• Dynamics of resolving issues was well coordinated<br>• Keep motaviting each other like usual<br>• Gathering feedback |

### Action items

Coordinate meetings ensuring the availability of the members and make extensive meeting notes

Work from home is suspended for a week for all members to encourage better communication and avoid unnecessary delays.

## 6. User Stories:

| Story | User Perspective | System Perspective |
|---|---|---|
| As a new user, I would be able to register into a website by creating a username and password so that my data is remembered by the system.<br>● I would be able to log in via google login.<br>● I would like to log in using my facebook. | The user will select a username that will display on the profile and a password for logging in again later. | The username and passwords will be hashed into the database. |
| As a user, I would be able to access the video tutorial of different exercises so that I will be able to perform those perfectly. | Users will be shown a video tutorial of the selected exercise so that they can perform the exercise correctly. | The database will fetch the video information related to the selected exercise so that the user can watch it with ease. |
| As a user, I would be able to find the information related to the exercise that I click on, so that I can decide whether to perform it or not.<br>● There should be a search bar where I can find the exercises by their name that are available in the database. | Users will be shown a list of exercises searched and then click on them and to get the detailed information on it. | A search bar will be provided to the user on which searching on the database can be performed which will display the appropriate result as asked by the user. |
| As a user, I want a like button so that I will remember the exercise that I had liked before. | Users can star(add to favourites)/bookmark exercises. | The database will store the bookmarked exercises that will be remembered until changed. |
| As a user, I want a user-friendly website so that I can use all functionalities with ease. | Even if the user is new to the website related to fitness, he should be able to use all functionality without facing any difficulties. | In the front-end part, a navbar can be provided that will facilitate the user to navigate around the website with ease. |
| As a user, I want to edit information functionality so that I can update my profile whenever I want. | User will click on the edit option in the profile page and then will be able to change information and save it. | Information should be updated and should be shown in the database correctly. |

➢ These user stories had been added to the corresponding sprints and can be found in an earlier screenshot in the sprint section.

## 7. Velocity Chart

The velocity chart displays the average amount of work a scrum team completes during a sprint. Teams can use velocity to predict how quickly they can work through the backlog because the report tracks the forecasted and completed work over several sprints. The more sprints, the more accurate the forecast. The grey bar for each sprint shows the total estimate of all issues in the sprint when it begins. After the sprint has started, any stories added to the sprint, or any changes made to estimates, will not be included in this total. The green bar in each sprint shows the total completed estimates when the sprint ends. Any scope changes made after the sprint started are included in this total.
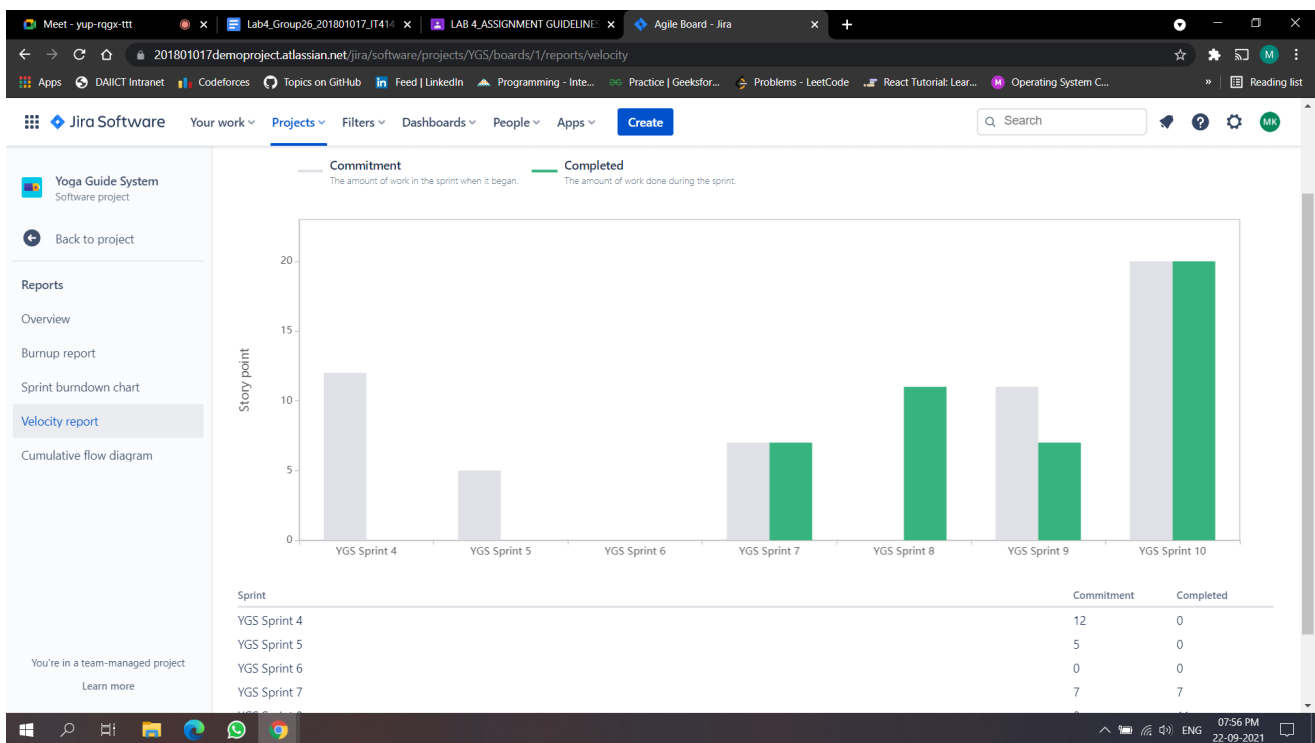
## 8. Roadmap

Roadmap for the project with epics, subtasks and timelines assigned to the corresponding sprint.