

Class: Software Engineering (sp18-cpsc-44000-001)
 Sprint: Sprint 4
 Sprint Start Date: Tuesday, February 27, 2018
 Sprint End Date/Time: Tuesday, March 13, 2018 at 8:59am
 Team Name: The Orclets
 Sprint 4 Scrum Master Name: Thad
 Sprint 4 Product Owner Name: Jake Walenga
 Number of Team Members: 5
 Projected Story Points Per Person: 10
 Team Capacity in Story Points: 50
 Team Commitment in Story Points: 70

#	Short Description	Per Person Estimate (SP)	Team Estimate (SP)	Committed (SP)
1f	Create a team Information Service	2	10	10
-	Node Js	1	5	15
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1	Complete and document Sprint 4 ...	1	5	20
2	Complete Sprint 4 Assignment/Quiz	2	10	30
3a	...create a "Klump" Production site on Azure	2	10	40
3b	...create a "Klump" Test site on Azure	2	10	50
3c	...develop, test, and deploy "Klump" Release 1 to Test	1	5	55
3d	...test and deploy Klump Release 1 to Production	+ 3	15	70
3e	...deploy and test Klump to local development environments			
4	Read and be prepared to discuss Chapter 8			
5	Sprint 5 User Story Backlog "grooming"			
6	As a Class commit each Team to research, discuss, and present...			
7	As a Team select one or two team members...			
8	...develop, test, and deploy "Klump" Release 2 ...			
9	Define Product Teams for "Dynamic Class Seating Chart"...			
10	...define the "Dynamic Class Seating Chart" application...			

Note: Assume 1 Story Point (SP) = ~30min by one person

Sprint 4 Planning

Sprint 4 Product Backlog... page 1 of 2

1. Complete and document Sprint 4 Metrics, Retrospective, Review Sprint 5 Backlog, and be prepared for Sprint 5 Planning on Tuesday, March 13
2. Complete Sprint 4 Assignment/Quiz
3. Deliver Sprint 4 User Stories... it the “real” world, 80%+ of a teams capacity should be devote to this! In addition to Product functions, user Stories should include
 - a) As a Team create a “Team Information Service” Production site on Azure
 - b) As a Team create a “Team Information Service” Test site on Azure
 - c) As a Team develop, test, and deploy “Team Information Service” Release 1 to Test
 - d) As a Team test and deploy Team Information Service Release 1 to Production
 - e) Individually deploy and test Team Information Service to your local development environment
4. Read and be prepared to discuss Chapter 8
5. Sprint 5 User Story Backlog “grooming”
6. As a Class commit each Team to research, discuss, and present at least one of the following topics:
 - A valuable follow-up topic from previous Class Presentations... i.e. securing a site with Microsoft Live / Lewis University credentials
 - SaaS Frameworks including “MEAN vs LAMP vs Ruby on Rails”
 - Service Oriented Architectures including “Web Services and SOAP/WSAD vs REST vs Sockets”
 - Web Client Application Architectures including “HTML/JavaScript, Angular.js, Angular2/TypeScript, and ReactJS”
7. As a Team select one or two team members who will lead the team’s effort to research and discuss the above topic and then delivery a (~10min) presentation on the topic to the class on Tuesday, February 27.

Sprint 4 Product Backlog... page 1 of 2

As a Team develop, test, and deploy "Team Information Service" Release 2 to Test and Production

8. As a Team develop, test, and deploy "Team Information Service" Release 2 to Test and Production
9. Define Product Teams for "Dynamic Class Seating Chart" application delivery project including, Project Manager, Product Architect, UI Designer, and Product Manager
10. As a Product Team define the "Dynamic Class Seating Chart" application as Epics, Features, and Stories
11. Individually deploy and test Team Information Service to your personal Azure site