

SPRINT PLANNING REPORT

SPRINT 01

19/05/2025 – 01/06/2025

Group: 1

Project Name: Lumiere Cinema

Prepared by: Tạ Thiên Lâm

1 Information

- **Date:** From 09:30 to 12:30 AM, Monday, May 19th, 2025
- **Location:** Library, University of Science, VNUHCM
Floor 10th, Building I, 227 Nguyen Van Cu, District 5, Ho Chi Minh City.
- **Host:** Phan Nhật Anh

Student ID	Member	Role	Note
23127023	Phan Nhật Anh	Front-end Engineer Lead	
23127261	Vương Ngũ Tín Thành	Project Manager	
23127272	Nguyễn Thiên Nhã Trân	UI/UX Design Lead	
23127401	Tạ Thiên Lâm	Back-end Engineer Lead	
23127475	Ngô Hồng Thanh	Quality Assurance Lead	

Note: The role of a member is flexible and maybe change in the next sprint.

2 Sprint Goals

Establish the foundation for the project by completing key documentation (Proposal, Vision Document, and Software Development Plan) and setting up the necessary collaboration tools (GitHub, Jira, Overleaf). This sprint aims to align the team on project scope, user roles, and technology stack, while producing early deliverables that support planning and development in subsequent sprints.

3 Sprint Backlog Prioritization

Priority	Task Description	Related User Story / Use-case
High	Write Vision Document	
High	Write Software Development Plan	
High	Initialize project tools: GitHub, Jira, Overleaf	
Medium	Design some pages mockup in Figma	
High	Weekly Reports and Review Reports template setup	

4 Sprint Task Breakdown

No.	Description	In-charge
1	Write Proposal	
1.1	Introduction	Nhật Anh
1.2	System-user role	Nhật Anh
1.3	Details	Nhã Trân
1.4	Account, Customer features	Hồng Thanh
1.5	Employee, Advanced features	Hồng Thanh
2	Write Vision Document	
2.1	Introduction and Positioning	Tín Thành
2.2	Stakeholder Summary	Tín Thành
2.3	Product Overview and Product Features	Thiên Lâm
2.4	Non-Functional Requirements	Thiên Lâm
3	Software Development Plan	
3.1	Introduction	Hồng Thanh
3.2	Project Overview	Hồng Thanh
3.3	Project Organization Chart	Nhã Trân

No.	Description	In-charge
3.4	Project Organization Contents	Hồng Thanh
3.5	Project Timeline Initial Plan	Tín Thành
3.6	Phase Detailed Plan	Nhật Anh
3.7	Iteration Objectives	Hồng Thanh
3.8	Releases Plan	Nhã Trân
3.9	Project Schedule	Nhật Anh
3.10	Project Monitoring and Control	Nhã Trân
4	Initialize Tools	
4.1	Initialize GitHub codebase	Nhật Anh
4.2	Initialize Jira board	Tín Thành
4.3	Setup Overleaf templates	Thiên Lâm
5	UI/UX Design	
5.1	Draft website concept	All team
5.2	Landing page	Nhã Trân
6	Reports	
6.1	Weekly Report: Week 1	Thiên Lâm
6.2	Weekly Report: Week 2	Tín Thành
6.3	Sprint Planning Report: Sprint 1	Thiên Lâm
6.4	Sprint Planning Report: Sprint 2	Tín Thành
6.5	Sprint Reviewing Report: Sprint 1	Thiên Lâm

SPRINT PLANNING REPORT

SPRINT 02

02/06/2025 – 15/06/2025

Group: 1

Project Name: Lumiere Cinema

Prepared by: Vương Ngũ Tín Thành

1 Information

- **Date:** From 13:30 AM to 15:00 AM, Thursday, May 30th, 2025.
- **Location:** Phuc Long Coffee & Tea
42A Pham Hong Thai, District 1, Ho Chi Minh City
- **Host:** Vương Ngũ Tín Thành

Student ID	Member	Role	Note
23127023	Phan Nhật Anh	Front-end Engineer Lead	
23127261	Vương Ngũ Tín Thành	Project Manager	
23127272	Nguyễn Thiên Nhã Trân	UI/UX Design Lead	
23127401	Tạ Thiên Lâm	Back-end Engineer Lead	
23127475	Ngô Hồng Thanh	Quality Assurance Lead	

Note: The role of a member is flexible and maybe change in the next sprint.

2 Sprint Goals

The main focus of Sprint 2 is to develop the **Use-case Specification** document, which outlines the system's functional requirements and user interactions. Supporting this, the team will also revise key project documents (Software Development Plan and Vision Document) and complete sprint-related reports (weekly updates, sprint review, and planning).

To visualize user interactions, detailed UI/UX designs will be created in Figma for core features such as movie selection, booking, and account management. Additionally, the team will engage in technical learning, covering both front-end (HTML, CSS, JavaScript, ReactJS, TailwindCSS) and back-end (NodeJS, ExpressJS) technologies, and begin setting up the project codebase for future development.

3 Sprint Backlog Prioritization

Priority	Task Description	Related User Story / Use-case
High	Write Use-case Specification	
High	Revise Vision Document	
High	Revise Software Development Plan	
Low	Create detailed UI/UX designs for some scenes	

4 Sprint Task Breakdown

No.	Description	In-charge
1	Revision	
1.1	Software Development Plan	Tín Thành
1.2	Vision Document	Nhật Anh
2	Use-case model	Nhã Trân
3	Use-case specification	
3.1	Register account	Nhã Trân
3.2	Login account	Hồng Thanh
3.3	Sign out of account	Hồng Thanh
3.4	Change password	Hồng Thanh
3.5	Reset password	Hồng Thanh
3.6	Edit account details	Tín Thành

No.	Description	In-charge
3.7	Use AI-based chatbot	Thiên Lâm
3.8	View movie list	Hồng Thanh
3.9	Search movie	Hồng Thanh
3.10	View watch history	Hồng Thanh
3.11	Add movie to wishlist	Hồng Thanh
3.12	View wishlist	Hồng Thanh
3.13	View movie details	Thiên Lâm
3.14	Buy ticket	Thiên Lâm
3.15	Buy snack	Thiên Lâm
3.13	Rate movie	Thiên Lâm
3.14	Validate ticket	Tín Thành
3.15	Schedule movie screening	Thiên Lâm
3.16	View / Edit snack list	Nhật Anh
3.16	View revenue report	Nhật Anh
3.17	View / Edit employee	Nhật Anh
3.18	View / Edit promotion list	Nhật Anh
3.19	View / Edit movie list	Nhật Anh
3.20	View account list	Tín Thành
3.21	Edit account permission	Tín Thành
3.22	Proofread checking and review	Nhã Trân
4	UI / UX Design	
4.1	Movie Selection and Movie Detail	Nhã Trân
4.2	About Us	Nhã Trân
4.3	Register/Login	Nhã Trân
4.4	Book ticket	Nhã Trân
4.5	Manage account	Nhã Trân
5	Self learning	
5.1	Basic HTML, CSS, JavaScript	All team
5.2	ReactJS and TailwindCSS	Front-end team

No.	Description	In-charge
5.3	NodeJS	Back-end team
5.4	Express JS	Back-end team
6	Product development	
6.1	Setup front-end codebase	Nhật Anh
6.2	Initial layout built and basic component	Nhật Anh
6.3	Setup back-end codebase	Thiên Lâm
7	Reports	
7.1	Weekly Report: Week 3	Tín Thành
7.2	Weekly Report: Week 4	Tín Thành
7.3	Sprint Reviewing Report: Sprint 2	Thiên Lâm
7.4	Sprint Planning Report: Sprint 3	Tín Thành