

Class Descriptions and Associations

Stakeholder Class

Stakeholders could be part of a scrum team. This will include a list of stakeholders roles in the scrum team. The scrum team ID will be associate with the stakeholders to state that the stakeholder belongs within that particular scrum team. For each stakeholders, there will be CRUD operations

Sprint Team Members Class

In order to form a Sprint Team, we need Sprint Team Members. Each team members need to have their own ID number, their name associate to that ID number, and the ID of the Sprint team. CRUD operations will able to add and delete any additional members to the team.

Sprint Team Class

There are many Sprint teams associate with one scrum team, which conclude the one-to-many relationship between Sprint Team class and Scrum Team class. Also, this class includes a list of team members name of the Scrum Team.

Sprint Class

This class represents each sprints of the scrum project. Each Sprint run has its specific ID number, the start date of the sprint, end date of the sprint, the status of the project. The foreign keys for this class include the sprint team ID and sprint team members. By the end of the sprint, there will be a report on what each sprint have achieve and what is missing.

User Story Class

Each Sprint will be including a user story. For each user story, it will be having its title, the project of the scrum, user story status, and inherit the Sprint ID from Sprint class. User story will be able to state the purpose of the sprint, the end result of the sprint, and the current status of the project.

Task Class

Task class function will be describing what is need to be done in the sprint. In order for task class to function correctly, all the data from user story are going to be included as foreign keys, and also the ID of the sprint.

Denormalization Paragraphs

Task and UserStory share the same Title,Project,UserStoryStatus. These 2 tables could be combine into UserStory itself, which allow user to have the description of the task for the user story directly instead of accessing 2 separate tables. We are also denormalize information of the User status into UserStatus attribute in UserStory table. We are able to store unique information into one variable in order to reduce storage.



