

<b>Statistics</b>	Hours Pravesh	Hours Paul	Hours Brian	Hours Henk-Jan	Hours Yorick	<b>Total hours:</b>
	28	28	28	28	28	140
<b>User Story</b>	<b>Task</b>	<b>Definition of done</b>	<b>Member responsible for the task</b>	<b>Task Assigned To</b>	<b>Estimated Effort</b>	<b>Priority (A-E) (A is highest)</b>
<i>Project Vision (Draft): As developers, we want to have a vision of the context of the project through a project vision document</i>	Create the outline (introduction, ToC) of the document	We have a document with an outline in LaTeX	Pravesh	Paul, Brian	2	B
	Research on who is going to buy the product/target group	We have defined a clear target group	Brian	Paul, Brian	3	B
	Research the needs of the customer that the product gives	We find the needs of the customer	Yorick	Paul, Brian	2	A
	Research which product attributes are crucial to satisfy the selected needs, and therefore to the success of the product.	We find the correct product attributes	Henk-Jan	Paul, Brian	2	A
	Research how our product compares against existing products and what can make our product unique	We have a document containing interesting similar existing products which we can use as inspiration	Paul	Paul, Brian	2	B
	Research on what our target timeframe and what our budget is	We find the timeframe and budget related to our project	Pravesh	Paul, Brian	2	E
<i>Project Planning (Draft): As developers we want to plan what features we are going to implement</i>	Create the outline (introduction, ToC, Glossary) of the document	We have a document with an outline in LaTeX	Brian	Pravesh, Henk-Jan	1	B
	High-level product backlog	When we have a product backlog that contains high-level tasks in order to complete the project	Pravesh	Pravesh, Henk-Jan	3	A
	Roadmap	When we have a specific roadmap concerning our project	Brian	Pravesh, Henk-Jan	3	B
	User stories of features	When we have a user story of the features we want to implement	Yorick	Pravesh, Henk-Jan	2	D
	User stories of know-how acquisition	When we have a user story of the know-how acquisitions	Henk-Jan	Pravesh, Henk-Jan	3	E
	Initial release plan	When we have an initial release plan for our product, specifically for our sprint.	Paul	Pravesh, Henk-Jan	1	E

<i>Architecture Design (Draft): As developers we want to create a design for the architecture</i>	Subsystem decomposition diagram	We have a diagram of the subsystem decomposition	Pravesh	Yorick	4	A
	Hardware-software mapping diagram	We have an overview of the hardware-software mapping	Brian	Yorick	3	C
	E(E)R-diagram draft for the database	We have a complete diagram of the database	Yorick	Everyone	4	A
	UML draft of the back-end architecture	We have a complete uml draft of the back-end architecture	Henk-Jan	Everyone	4	A
	UML draft of the front-end architecture	We have a complete uml draft of the front-end architecture	Brian	Everyone	4	B
	Deployment diagram	We have a complete deployment diagram that can be used during development	Brian	Yorick	6	D
	Create Backlog	This document should be finished	Everyone	Everyone	3	A