Project Planning Phase Project PlanningTemplate (ProductBacklog,SprintPlanning,Stories,Storypoints)

Domain	Cloud Application Development
Team ID	PNT2022TMID33312
Project Name	News tracker application
Maximum Marks	8Marks

Product Backlog, Sprint Schedule, and Estimation (4Marks)

Sprint	Functional Requirement(Epic)	User Story Number	User Story /Task	Story Points	Priority	Team Members
Sprint-1	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	20	High	Dharani D Furshana Fathima
Sprint-2	Login	USN-2	As a user, I can log into the application by entering email &	10	Medium	Deepika P Divya S
Sprint-3	Reset my password	USN-3	As a logged in user, If I forget my password I can reset my password.	20	Medium	Deepika P Dharani D
Sprint-4	Comment	USN-4	As a logged user, I can post a comment about an application	20	Medium	Divya S Furshana Fathima

Project Tracker, Velocity & Burn down Chart: (4Marks)

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date(Planned)	Story Points Completed (as on PlannedEndDate)	Sprint Release Date(Actual)
Sprint-1	20	7Days	24Oct 2022	29Oct 2022	20	29Oct 2022
Sprint-2	20	6 Days	31Oct 2022	05Nov 2022	20	05Nov 2022
Sprint-3	20	6 Days	07Nov 2022	12Nov 2022	20	12Nov 2022
Sprint-4	20	6Days	14Nov 2022	19Nov 2022	20	19Nov 2022

Velocity:

Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

Sprint 1 average velocity:

Average velocity = 20 / 7= 2.6

Sprint2average velocity:

Average velocity = 20 / 6 = 3.2

Sprint3average velocity:

Average velocity = 20 / 6 = 3.2

Sprint4average velocity:

Average velocity = 20/6 = 3.2

Burn-down Chart:

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile <u>software development</u> methodologies such as <u>Scrum</u>. However, burn down charts can be applied to any project containing measurable progress overtime.

