

## Project Planning Phase

### Project Planning Template (Product Backlog, Sprint Planning, Stories, Story points)

Date	10 November 2022
Team ID	PNT2022TMID41218
Project Name	News tracker application
Maximum Marks	8 Marks

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

Use the below template to create product backlog and sprint schedule

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.	10	High	J ABDUL RAHMAN
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	10	High	J ABDUL RAHMAN
Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password.	15	High	J ABDUL RAHMAN
Sprint-2	Input Necessary Details	USN-4	As a user, I can search the news in the application	15	High	M G KIRANVARMA
Sprint-2	Data Pre-processing	USN-5	The application searches for news related to the entered details.	15	High	M G KIRANVARMA
Sprint-3	Searching of news	USN-6	As a user, I can search for the accurate news what I want	20	High	P VITALA
Sprint-3		USN-7	As a user, I can get accurate news in the application	5	Medium	P VITALA

Sprint-4	Review	USN-8	As a user, I can give feedback of the application.	20	High	S ANBUMANI
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#### Project Tracker, Velocity & Burndown Chart: (4 Marks)

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint-1	20	6 Days	24 Oct 2022	10 Nov 2022	20	12 Nov 2022
Sprint-2	20	6 Days	31 Oct 2022	12 Nov 2022	20	13 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	15 Nov 2022	20	17 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	19 Nov 2022

$$AV = \frac{\text{sprint duration}}{\text{velocity}} = \frac{20}{10} = 2$$

#### 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)