Sprint Planning Logic for MERN Flight Booking System

Definitions:

Sprint: A fixed period during which a set of functionalities are completed.

Epic: A large feature (e.g., Authentication, Booking) broken into smaller tasks.

Story: A specific feature/task within an Epic.

Story Points: Estimate of effort (measured using Fibonacci series: 1, 2, 3, 5, 8...)

Sprint 1: (5 Days)

●Epic: User Authentication & Basic Setup

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| Task Story Points |
| Initialize React and Node Projects 2  Set up MongoDB and schemas 3  Create Register/Login APIs (Backend) 3  Design Register/Login UI (Frontend) 3  Connect Frontend to Backend 2  Role-based login logic 3 |
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● Total: 16 Story Points

Sprint 2: (5 Days)

●Epic: Flight Search & Booking

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| Task Story Points |
| Flight schema & Add flight API 2  Search flights (origin, destination) 3  Book flight (passenger form + backend) 5  Fetch bookings per user/flight operator 2  Cancel booking logic 2  Admin flight/operator approval dashboard 3 |

●Total: 17 Story Points

Sprint 3: (5 Days)

● Epic: UI Polishing & Deployment

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| Task Story Points |
| Styling pages and responsiveness 3 |
| Error handling & validation 2 |
| Hosting backend (Render) 2 |
| Hosting frontend (Netlify) 2 |

● Total: 10 Story Points

●Velocity Calculation:

Total Story Points: 16 (S1) + 17 (S2) + 10 (S3) = 43

Sprints: 3

Velocity = 43 ÷ 3 = 14.33 Story Points/Sprint