**Project Planning Phase**

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

|  |  |
| --- | --- |
| Date | 15 February 2025 |
| Team ID | SWTID1744365286 |
| Project Name | Movie Ticket Booking System |
| Maximum Marks | 5 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. | 2 | High | Aniket |
| Sprint-1 | Registration | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 1 | High | Aprajita |
| Sprint-2 | Registration | USN-3 | As a user, I can register for the application through Facebook | 2 | Low | Komal |
| Sprint-1 | Registration | USN-4 | As a user, I can register for the application through Gmail | 2 | Medium | Arpita |
| Sprint-1 | Login | USN-5 | As a user, I can log into the application by entering email & password | 1 | High | Komal |
| Sprint-2 | Movie Browsing | USN-6 | As a user, I can browse a list of movies and showtimes | 2 | High | Aprajita |
| Sprint-2 | Seat Selection | USN-7 | As a user, I can view seating layout and select my seats | 3 | High | Aniket |
| Sprint-2 | Ticket Booking | USN-8 | As a user, I can book tickets for selected movie, show, and seats | 3 | High | Arpita |
| Sprint-3 | Payments | USN-9 | As a user, I can pay securely via an integrated payment gateway | 5 | High | Aniket |
| Sprint-3 | Confirmation | USN-10 | As a user, I receive a confirmation with all booking details | 2 | Medium | Aprajita |
| Sprint-3 | Deployment | USN-11 | As a user, I can access the deployed application online | 3 | Medium | Komal |

**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 | 10 | 5 Days | 01 Apr 2025 | 05 Apr 2025 | 10 | 05 Apr 2025 |
| Sprint-2 | 15 | 5 Days | 06 Apr 2025 | 10 Apr 2025 | 15 | 10 Apr 2025 |
| Sprint-3 | 13 | 5 Days | 11 Apr 2025 | 15 Apr 2025 | 13 | 15 Apr 2025 |
| Sprint-4 | 0 | - | - | - | - | - |

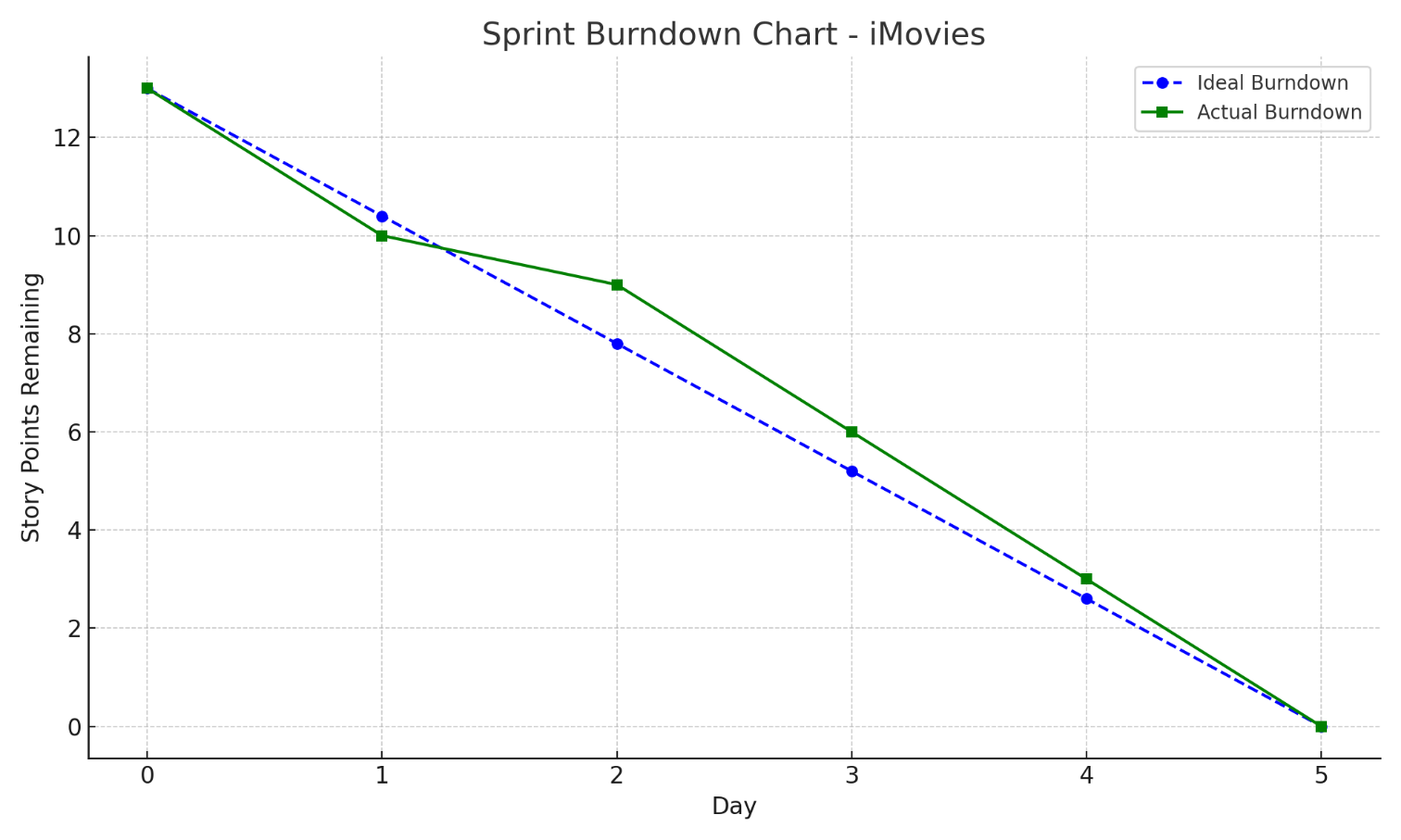
**Velocity:**

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)



**Burndown Chart:**

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile[software development](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time.

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