

## Project Planning Phase – *Video Conferencing Web App*

### Product Backlog, Sprint Schedule, and Estimation

#### Product Backlog & Sprint Schedule

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Member(s)
Sprint-1	User Authentication & Room Management	USVC-001	As a user, I can sign up and log in securely (if applicable).	3	High	Dev 1
		USVC-002	As a user, I can access the app as a guest by entering a display name.	2	High	Dev 1
		USVC-003	As a user, I can create a new video call room.	3	High	Dev 2
		USVC-004	As a user, I can get a unique room ID/link for sharing.	2	High	Dev 2
		USVC-005	As a user, I can join an existing room using a room ID/link.	3	High	Dev 1
Sprint-2	Core Video & Audio Functionality	USVC-006	As a user, I can see and hear other participants clearly.	5	High	Dev 2
		USVC-007	As a user, I can mute/unmute my microphone.	2	High	Dev 1
		USVC-008	As a user, I can turn my camera on/off.	2	High	Dev 1
		USVC-009	As a user, I can see my own video feed.	1	Medium	Dev 2
		USVC-010	As a user, I can see the video feeds of all other participants.	3	High	Dev 2

<b>Sprint-3</b>	<b>Screen Sharing &amp; Chat</b>	USVC-011	As a user, I can share my screen with other participants.	4	High	Dev 1
		USVC-012	As a user, I can stop sharing my screen.	2	Medium	Dev 1
		USVC-013	As a user, I can send text messages in a chat window during a call.	3	High	Dev 2
		USVC-014	As a user, I can receive text messages from other participants in the chat.	2	High	Dev 2
		USVC-015	As a user, I can see who sent each chat message.	1	Medium	Dev 1
<b>Sprint-4</b>	<b>Participant Management &amp; Call Stability</b>	USVC-016	As a user, I can see a list of current participants in the call.	2	Medium	Dev 2
		USVC-017	As a user, I can easily leave a call.	1	High	Dev 1
		USVC-018	As a user, I can rejoin a call if I get disconnected.	3	High	Dev 2
		USVC-019	As a user, I receive notifications for important call events (e.g., someone joins/leaves).	2	Medium	Dev 1
		USVC-020	As a user, the app performs well under varying network conditions.	4	High	Dev 2

**Project Tracker, Velocity & Burndown Chart**

Sprint	Total Story Points	Duration
Sprint-1	11	6 Days
Sprint-2	13	6 Days
Sprint-3	12	6 Days
Sprint-4	10	6 Days