

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

Date	18 October 2022
Team ID	PNT2022TMID17884
Project Name	Corporate Employee Attrition Analytics
Maximum Marks	8 Marks

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

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Login	USN-1	As a HR, I need to give employee id and password for each employee in the organization.	10	High	Abinaya M
Sprint-1	Login	USN-2	As a HR, I'll control the progress of each employee and the reasons leading to it like sentiment of employee, distance from home, office environment etc. And, I'll notify the employee with date/time.	10	High	Rithu
Sprint-2	Dashboard	USN-3	As an employee, I'll follow HR's instructions to reach maximum progress by proving subsidiaries and avail help to the employee as and when needed.	20	Low	Priyadharshini Devi P
Sprint-3	Dashboard	USN-4	As a fellow HR, I'll gather all the Information about the emotions and sentiments to track an employee's progress and load it into the database for decision making.	20	Medium	Mehala Shevani S
Sprint-4	Dashboard	USN-5	As a HR head, I'll make sure everything is proceeding as planned and without any problems	20	High	Keerthana Piriya A

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	29 Oct 2022	20	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	19 Nov 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)

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