Sprint Planning – TravelGuideAI Project

A **Sprint** is a fixed time period during which the team works to complete selected tasks.

An **Epic** is a large feature that cannot be completed in a single sprint and is divided into smaller **User Stories**.

A **User Story (USN)** is a small, actionable task that contributes to completing an Epic.

A **Story Point** represents the effort required to complete a story. We use the Fibonacci scale:

1 – Very Easy
2 – Easy
3 – Moderate
5 – Complex

✅ **Sprint 1**

Epic 1 – Requirement Analysis & Data Setup

• Defining user requirements (USN1) — 2
• Identifying travel data sources (USN2) — 2
• Setting up project environment (USN3) — 1

Epic 2 – Prompt Design & AI Integration

• Designing itinerary prompt structure (USN4) — 3
• Integrating Gemini API (USN5) — 5
• Testing API responses (USN6) — 3

Total Story Points in Sprint 1

2 + 2 + 1 + 3 + 5 + 3 = **16**

✅ **Sprint 2**

Epic 3 – Application Development

• Building Streamlit UI (USN7) — 5
• User input validation (USN8) — 2
• Displaying itinerary results (USN9) — 3

Epic 4 – Testing & Deployment

• Functional testing (USN10) — 3
• Bug fixing & optimization (USN11) — 2
• Deploying demo version (USN12) — 5

Total Story Points in Sprint 2

5 + 2 + 3 + 3 + 2 + 5 = **20**

✅ **Total Story Points**

Sprint 1 = 16
Sprint 2 = 20

Total = 36

✅ **Velocity Calculation**

Velocity = Total Story Points Completed / Number of Sprints

= 36 / 2
= **18 Story Points per Sprint**

✅ **Final Statement**

Your team's velocity is **18 Story Points per Sprint**, showing consistent and productive progress in developing the TravelGuideAI system.