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

Date	10 April 2025
Team ID	SWTID1743680479
Project Name	SB Foods - Food Ordering App
Maximum Marks	5 Marks

Product Backlog, Sprint Schedule, and Estimation (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	13	2 Days	3 April 2025	5 April 2025	13	5 April 2025
Sprint-2	7	1 Day	6 April 2025	7 April 2025	7	7 April 2025
Sprint-3	4	2 Days	8 April 2025	9 April 2025	4	9 April 2025
Sprint-4	8	3 Days	10 March 2025	12 March 2025	8	12 March 2025

Project Tracker, Velocity & Burndown Chart: (4 Marks)

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	User Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	5	High	Rujula
Sprint-1	User Login	USN-2	As a user, I can log into the application by entering email & password	3	High	Deeksha
Sprint-1	Exploring Menu	USN-3	As a user, I can view the menu category-wise.	3	Medium	Utkarsha
Sprint-1	Responsive Design	USN-4	As a user, I can easily access the website on laptop or on my phone	2	High	Anirban
Sprint-2	Shopping Cart	USN-5	As a user, I can view the items I have added to cart and interested to buy.	5	High	Rujula
Sprint-2	Place-Order	USN-6	As a user, I can easily enter my delivery information and confirm my order	2	Medium	Deeksha
Sprint-3	Information Saving	USN-7	As a user, I need to get information back where I left off if I get logged off mid-session.	4	High	Utkarsha

Sprint-4	Ease to Pay	USN-8	As a user, I should be able to easily pay through the site easily if I want.	8	Medium	Anirban

Velocity:

We have an 8-days sprint duration, and the velocity of the team is 32 (points per sprint). Let us calculate the team's average velocity (AV) per iteration unit (story points per day)

$$AV = \frac{sprint\ duration}{velocity}$$

AV = 32/8 = 4

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 methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

Reference:

https://www.atlassian.com/agile/project-management

https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software

https://www.atlassian.com/agile/tutorials/epics

https://www.atlassian.com/agile/tutorials/sprints

https://www.atlassian.com/agile/project-management/estimation

https://www.atlassian.com/agile/tutorials/burndown-charts