Project Planning Phase

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

Date	22 October 2022
Team ID	PNT2022TMID03716
Project Name	Project- Real Time Communication System
	Powered by Al For Specially Abled
Maximum Marks	8 Marks

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

Use the below template to create product backlog and sprint schedule

Sprint	Functional	User Story	User Story / Task	Story Points	Priority	Team
	Requirement (Epic)	Number				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	R SHRUTHI SAKTHIPRIYA B
Sprint-2		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	RAJA E
Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password	1	Medium	RADHA KRISHNAN P
Sprint-2	Dashboard	USN-4	As a user, I can log into my account in a given Dashboard	1	High	SAKTHIPRIYA B
Sprint-1	User interface	USN-5	Professional responsible for user requirements & needs	1	High	R SHRUTHI
Sprint-3	Objective	USN-6	The goal is to describe all the inputs and outputs	1	High	RAJA E

Sprint-4	Privacy	USN-7	The developed application should be secure for	1	High	SAKTHIPRIYA B
			the users			

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:

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

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

