

# *Explore with AI: Custom Itineraries for Your Next Journey*

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## **Agile Planning – Sprint Planning and Velocity Calculation**

### **Sprint Planning Concepts**

A Sprint is a fixed time period where the team completes a set of planned tasks.

An Epic is a large feature that cannot be completed in one sprint. It is divided into smaller tasks called User Stories.

A User Story is a small functional requirement that contributes to completing an epic.

A Story Point represents the effort required to complete a user story using Fibonacci sequence (1, 2, 3, 5):

- 1 – Very Easy
  - 2 – Easy
  - 3 – Moderate
  - 5 – Complex
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### **Sprint 1**

Epic 1 – Application Setup

Project Structure Setup (USN-1) – 2

Environment Configuration (USN-2) – 1

Epic 2 – User Input Module

Destination Input Implementation (USN-3) – 2

Travel Duration Input (Days/Nights) (USN-4) – 2

Interest Selection Feature (USN-5) – 3

Epic 3 – AI Integration

AI Model Integration (USN-6) – 5

Prompt Design for Itinerary Generation (USN-7) – 3

Total Story Points in Sprint 1

$2 + 1 + 2 + 2 + 3 + 5 + 3 = 18$  Story Points

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## Sprint 2

Epic 4 – Itinerary Output Page

Display Generated Itinerary (USN-8) – 2

Separate Page Navigation (USN-9) – 2

Loading Spinner & Error Handling (USN-10) – 3

Epic 5 – UI Enhancement

Improve Layout and Styling (USN-11) – 3

User Experience Improvements (USN-12) – 3

Epic 6 – Testing & Deployment

Application Testing & Debugging (USN-13) – 3

GitHub Repository Setup (USN-14) – 2

Documentation Preparation (USN-15) – 5

Total Story Points in Sprint 2

$2 + 2 + 3 + 3 + 3 + 2 + 5 = 23$  Story Points

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 Total Story Points Calculation

Sprint 1 = 18

Sprint 2 = 23

Total Story Points =  $18 + 23 = 41$

Number of Sprints = 2

Velocity = Total Story Points / Number of Sprints

Velocity =  $41 / 2$

Velocity ≈ 20 Story Points per Sprint

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## Conclusion

The team's average velocity is approximately 20 Story Points per Sprint, showing steady development progress and effective sprint planning. The workload was well distributed across development, integration, testing, and deployment phases.