Project Planning Phase

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

Date	26th June 2025
Team ID	LTVIP2025TMID59290
Project Name	FlightFinder: Navigating Your Air Travel Options
Maximum Marks	5 Marks

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

Use the below template to create product backlog and sprint schedule

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration	USN-1	As a user, I can register by entering email, password, and confirming password.	2	High	Member A, Member B
Sprint-1	Registration	USN-2	As a user, I receive a confirmation email after registration.	1	High	Member A
Sprint-1	Registration	USN-4	As a user, I can register through Gmail.	2	Medium	Member B
Sprint-1	Login	USN-5	As a user, I can log into the application via email and password.	1	High	Member A
Sprint-2	Registration	USN-3	As a user, I can register through Facebook.	2	Low	Member B
Sprint-2	Flight Search	USN-6	As a user, I can search flights using source, destination, and date.	3	High	Member A, Member B
Sprint-3	Booking	USN-7	As a user, I can book a flight with passenger details and payment.	3	High	Member A, Member B

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-3	Booking History	USN-8	As a user, I can view my past and upcoming bookings.	2	Medium	Member B
Sprint-4	Live Tracking	USN-9	As a web user, I can track live status of my flights.	2	Medium	Member A
Sprint-4	Admin Panel	USN-10	As an admin, I can add, update, or delete flight records.	2	Medium	Member A, Member B

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

Sprint	Total Story Points	Duration (Days)	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed	Sprint Release Date (Actual)
Sprint-1	**6**	**6 Days**	**02 June 2025**	**07 June 2025**	**6**	**07 June 2025**
Sprint-2	**5**	**6 Days**	**09 July 2025**	**14 July 2025**	**5**	**14 July 2025**
Sprint-3	**5**	**6 Days**	**16 July 2025**	**21 July 2025**	**5**	**21 July 2025**
Sprint-4	**4**	**6 Days**	**23 July 2025**	**28 July 2025**	**4**	**28 July 2025**

Velocity:

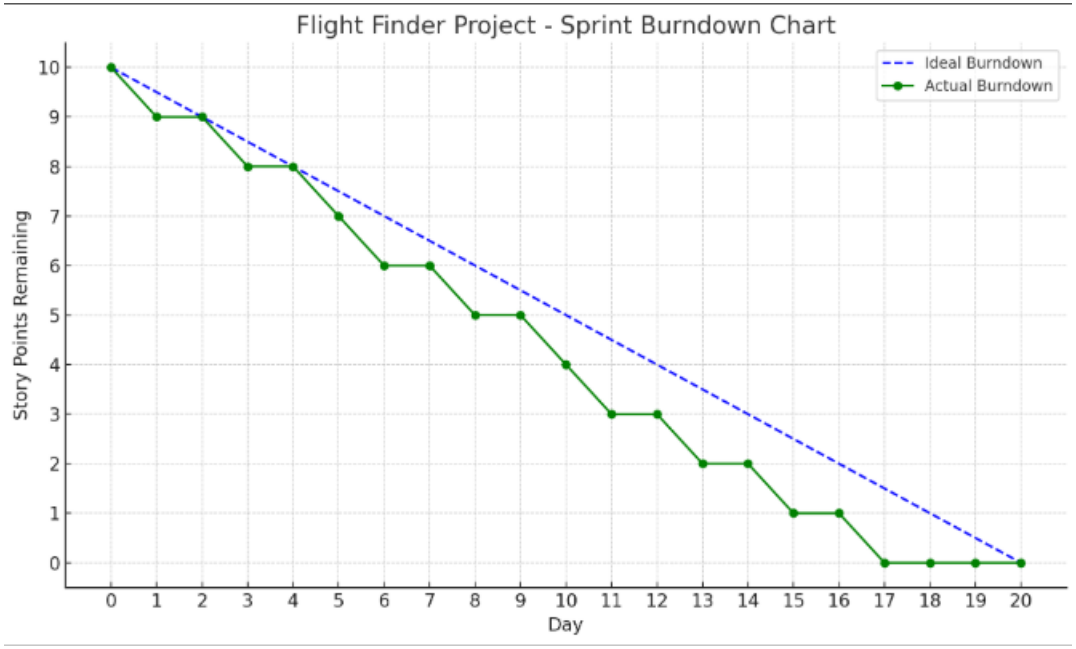
Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let’s calculate the team’s average velocity (AV) per iteration unit (story points per day)

Velocity Calculation

- **Sprint Duration** = 20 days
- **Velocity** = 10 story points per sprint
- **Average Velocity (AV)** = Velocity ÷ Sprint Duration
- **AV = 10 ÷ 20 = 0.5 story points per day**

🔷 **Team's Average Velocity (AV)** = **0.5 SP/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.

https://www.visual-paradigm.com/scrum/scrum-burndown-chart/

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

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

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