**Project Planning Phase**

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

|  |  |
| --- | --- |
| Date | 15 February 2025 |
| Team ID | SWTID1743513717 |
| Project Name | SB Foods – MERN Stack Food Ordering Web App |
| 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 | User Authentication | USN-1 | As a user, I can sign up with email and password. | 2 | High | Team A |
| Sprint-1 |  | USN-2 | As a user, I can log in with email and password. | 2 | High | Team A |
| Sprint-1 |  | USN-3 | Store token securely in localStorage after login. | 1 | High | Team A |
| Sprint-1 | Food Display | USN-4 | Display food items with category from MongoDB. | 3 | High | Team A |
| Sprint-1 |  | USN-5 | Show food cards with image, name, price, and options. | 2 | Medium | Team A |
| Sprint-2 | Cart System | USN-6 | User can add items to cart with qty and size. | 3 | High | Team A |
| Sprint-2 |  | USN-7 | View and update cart in modal. | 2 | Medium | Team A |
| Sprint-2 | Order & Payment | USN-8 | User can simulate payment and place order. | 2 | High | Team A |

**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 | 12 | 6 Days | 10 April 2025 | 15 April 2025 | 12 | 15 April 2025 |
| Sprint-2 | 10 | 6 Days | 16 April 2025 | 21 April 2025 | 10 | 21 April 2025 |
| Sprint-1 |  | USN-3 | Store token securely in localStorage after login. | 1 | High | Team A |
| Sprint-1 | Food Display | USN-4 | Display food items with category from MongoDB. | 3 | High | Team A |
| Sprint-1 |  | USN-5 | Show food cards with image, name, price, and options. | 2 | Medium | Team A |
| Sprint-2 | Cart System | USN-6 | User can add items to cart with qty and size. | 3 | High | Team A |
| Sprint-2 |  | USN-7 | View and update cart in modal. | 2 | Medium | Team A |
| Sprint-2 | Order & Payment | USN-8 | User can simulate payment and place order. | 2 | High | Team A |

**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)



**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](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). 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.visual-paradigm.com/scrum/scrum-burndown-chart/)

[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)

**Reference:**

[**https://www.atlassian.com/agile/project-management**](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/how-to-do-scrum-with-jira-software)

[**https://www.atlassian.com/agile/tutorials/epics**](https://www.atlassian.com/agile/tutorials/epics)

[**https://www.atlassian.com/agile/tutorials/sprints**](https://www.atlassian.com/agile/tutorials/sprints)

[**https://www.atlassian.com/agile/project-management/estimation**](https://www.atlassian.com/agile/project-management/estimation)

[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)