Project Planning Phase

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

Date	16 February 2026
Team ID	LTVIP2026TMIDS90954
Project Name	Toycraft Tales: Tableau's Vision Into Toy Manufacturer Data
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 Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Requirement Analysis	USN-1	Identify requirements and define dashboard objectives	5	High	Susmitha
Sprint-1	Data Preparation	USN-2	Collect and clean toy manufacturer dataset	5	High	Rishi
Sprint-2	Dashboard Design	USN-3	Create interactive dashboard layout in Tableau	6	High	Ramya
Sprint-2	Core Visualizations	USN-4	Develop state-wise and year-wise charts	4	High	Balakrishna
Sprint-3	Filters & KPIs	USN-5	Add filters and KPI indicators	5	Medium	Susmitha, Ramya
Sprint-3	Report Export	USN-6	Enable report generation and export	5	Medium	Rishi, Balakrishna
Sprint-4	Testing & Validation	USN-7	Perform testing and fix dashboard issues	5	High	Susmitha, Balakrishna
Sprint-4	Documentation	USN-8	Prepare final documentation and presentation	5	High	Rishi, Ramya

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	10	7 Days	01 Feb 2026	07 Feb 2026	10	07 Feb 2026
Sprint-2	10	7 Days	08 Feb 2026	14 Feb 2026	10	14 Feb 2026
Sprint-3	10	7 Days	15 Feb 2026	21 Feb 2026	10	21 Feb 2026
Sprint-4	10	7 Days	22 Feb 2026	28 Feb 2026	10	28 Feb 2026

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)

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

Therefore, the team completes **2 story points per day on average.**

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.