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

Date	10 March 2025
Team ID	PNT2025TMID04768
Project Name	leveraging real-time security intelligence for enhanced defense.
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	Real-Time Security Intelligence Setup	USN-1	As a security analyst, I can configure and integrate a real-time security intelligence feed into the SIEM system for enhanced threat detection.	4	High	
Sprint-1	Real-Time Security Intelligence Setup	USN-2	As a security analyst, I can configure real-time alerts for suspicious activities based on security intelligence feeds.	3	High	
Sprint-2	Threat Intelligence Analysis	USN-3	As a SOC analyst, I can correlate real-time threat intelligence with internal logs to detect emerging threats	4	High	
Sprint-2	Threat Intelligence Analysis	USN-4	As a SOC analyst, I can analyze the latest threat intelligence reports to identify new attack vectors and tactics.	3	Medium	
Sprint-3	Incident Response and Mitigation	USN-5	As an incident responder, I can use real-time threat intelligence to assess the impact of ongoing attacks and respond quickly.	4	High	
Sprint-3	Incident Response and Mitigation	USN-6	As a security analyst, I can generate detailed incident reports using real-time intelligence and suggest remediation steps.	3	Medium	

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	7	7 Days	10 March 2025	17 March 2025	7	17 March 2025
Sprint-2	7	7 Days	18 March 2025	24 March 2025	7	24 March 2025
Sprint-3	7	6 Days	25 March 2025	30 March 2025	6	30 March 2025

Velocity Calculation:

To measure the team's average velocity:

Velocity Formula:

$$\text{Velocity} = \frac{\text{Total Story Points Completed}}{\text{Number of Sprints}}$$

Assuming the team completes 20 story points over 3 sprints:

$$\text{Velocity} = \frac{20}{3} = 6.67 \text{ story points per sprint}$$

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

https://www.atlassian.com/agile/project-management/estimation

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