Project Planning Phase

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

| Date | 18 October 2022 |
|---------------|---|
| Team ID | PNT2022TMID23229 |
| Project Name | AI - Powered Nutrition Analyzer For Fitness |
| | Enthusiasts |
| Maximum Marks | 8 Marks |

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

| Sprint | Functional Requirement (Epic) | | | Story Points | Priority | Team Members | |
|----------|--|-------|---|--------------|--------------------------|--------------------------|--|
| Sprint-1 | Registration USN-1 As a user, I can register for the application by entering my email, password, and confirming my password. | | 2 | High | Jeyasree, Jeyaroshini | | |
| Sprint-1 | | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 1 | High | Felcia, Madhuvarshni | |
| Sprint-2 | | USN-3 | As a user, I can register for the application through Facebook | 2 | Low | Jeyasree, Jeyaroshini | |
| Sprint-1 | | USN-4 | As a user, I can register for the application through Gmail | 2 | Medium | Felcia, Madhuvarshni | |
| Sprint-1 | Login | USN-5 | As a user, I can log into the application by entering email & password | 1 | High | Jeyasree, Jeyaroshini | |
| Sprint-3 | Dashboard | USN-6 | As a user, I can select the activity I wish to do in the application. | 1 | High | Felcia, Madhuvarshniv | |
| Sprint-4 | Food recognition | USN-7 | The food item under the lens is recognised | 2 | High | Jeyasree, Jeyaroshini | |
| Sprint-5 | Nutrient Content | USN-8 | Once the food item is recognised, its nutrient content is displayed to the user. | 2 | High | Felcia, Madhuvarshni | |
| Sprint-6 | Updation | USN-9 | The food dataset is updated by the administrator periodically. | 2 | High | Jeyasree, Jeyaroshini | |

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 | 20 | 7 Days | 24 Oct 2022 | 01 Nov 2022 | 20 | 01 Nov 2022 |
| Sprint-2 | 20 | 7 Days | 02 Oct 2022 | 09 Nov 2022 | 20 | 09 Nov 2022 |
| Sprint-3 | 20 | 7 Days | 10 Nov 2022 | 17 Nov 2022 | 20 | 17 Nov 2022 |
| Sprint-4 | 20 | 8 Days | 18 Nov 2022 | 26 Nov 2022 | 20 | 26 Nov 2022 |
| Sprint-5 | 20 | 4 Days | 27 Nov 2022 | 31 Nov 2022 | 20 | 31 Nov 2022 |

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)

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

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