

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

Date	22 October 2022
Team ID	PNT2022TMID14459
Project Name	SmartFarmer – IoT Enabled Smart Farming Application
Maximum Marks	8 Marks

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

Use the below template to create product backlog and sprint schedule

<b>Sprint</b>	<b>Functional Requirement (Epic)</b>	<b>User Story Number</b>	<b>User Story / Task</b>	<b>Story Points</b>	<b>Priority</b>	<b>Team Members</b>
<b>Sprint-1</b>	Registration (Farmer Mobile User)	USN-1	Registering for an application as a user we can register by entering our email, password and again we need to confirm the password	3	High	Swetha S
<b>Sprint-1</b>	Login	USN-2	If we have registered for the application as a user a confirmation mail will be received to our mail	3	High	Vaishnavi P

<b>Sprint-2</b>	User Interface	USN-3	Using Facebook we can register for the application	3	Low	Swetha S
<b>Sprint-1</b>	Data Visualization	USN-4	We can also register for the application through email	3	Medium	Tanikshaa J
<b>Sprint-3</b>	Registration (Farmer -Web User)	USN-1	By entering mail and password we can log into the application as a user	3	High	Tanikshaa J
<b>Sprint-2</b>	Login	USN-2	Using minimum time we need to login to our registered account via web page	3	High	Vaishnavi P
<b>Sprint-4</b>	Web UI	USN-3	We all will need a friendly interface to view and access the resources easily	3	Medium	Tanikshaa J
<b>Sprint-1</b>	Registration (Chemical Manufacturer - Web user)	USN-1	If we are a new user we need to first register using our organization mail and need to create a strong password for our account	4	High	Sandhiya R
<b>Sprint-4</b>	Login	USN-2	We need to easily login to our account as a registered user through web page	3	High	Sandhiya R
<b>Sprint-3</b>	Web UI	USN-3	To easily view and access the resources we need a user friendly interface	3	Medium	Sandhiya R

<b>Sprint-1</b>	Registration (Chemical Manufacturer - Web user)	USN-1	As a user, we want to first register using my email and create a password for the account.	4	High	Vaishnavi P
<b>Sprint-1</b>	Login	USN-2	As a registered user, we need to easily log in to the application.	3	Low	Swetha S

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

<b>Sprint</b>	<b>Total Story Points</b>	<b>Duration</b>	<b>Sprint Start Date</b>	<b>Sprint End Date (Planned)</b>	<b>Story Points Completed (as on Planned End Date)</b>	<b>Sprint Release Date (Actual)</b>
Sprint-1	20	6 Days	24 Oct 2022	29 Oct 2022	20	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	19 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)

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

### 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.

