

Project Planning Phase

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

Date	7th NOVEMBER 2022
Team ID	PNT2022TMID27037
Project Name	Smart Waste Management System Using IOT in Metropolitan Cities

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

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Login	USN-1	As a Administrator, I need to give user id and passcode for ever workers over there in municipality	10	High	Arockia Kishore K
Sprint-1	Login	USN-2	As a Co-Admin, I'll control the waste level by monitoring them vai real time web portal. Once the filling happens, I'll notify trash truck with location of bin with bin ID	10	High	Ashik J
Sprint-2	Dashboard	USN-3	As a Truck Driver, I'll follow Co-Admin's Instruction to reach the filling bin in short roots and save time	20	High	Balajee B
Sprint-1	Dashboard	USN-4	As a Local Garbage Collector, I'll gather all the waste from the garbage, load it onto a garbage truck, and deliver it to Landfills	20	High	Gokul Raj L
Sprint-1	Dashboard	USN-5	As a Municipality officer, I'll make sure everything is proceeding as planned and without any problems	20	High	Arockia Kishore K & Ashik J

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

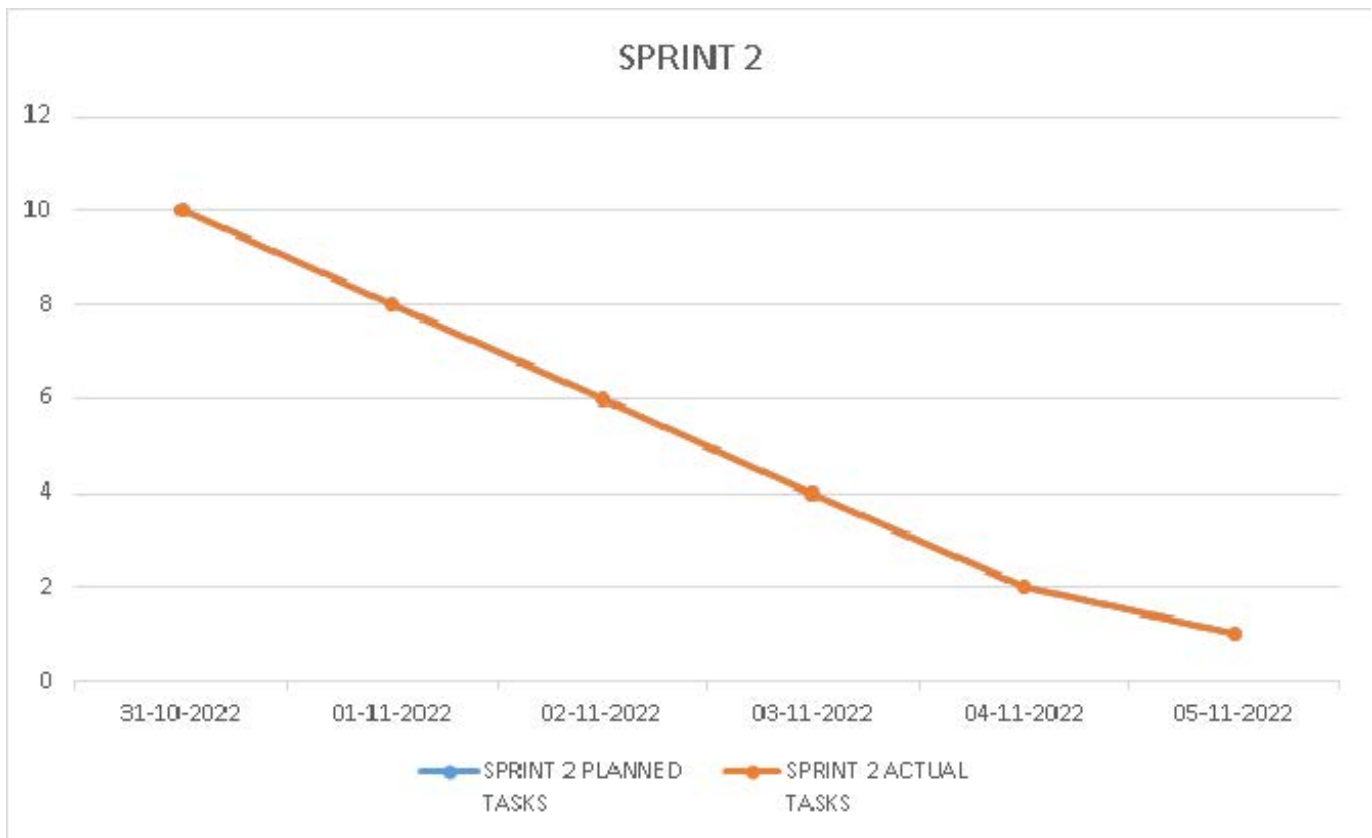
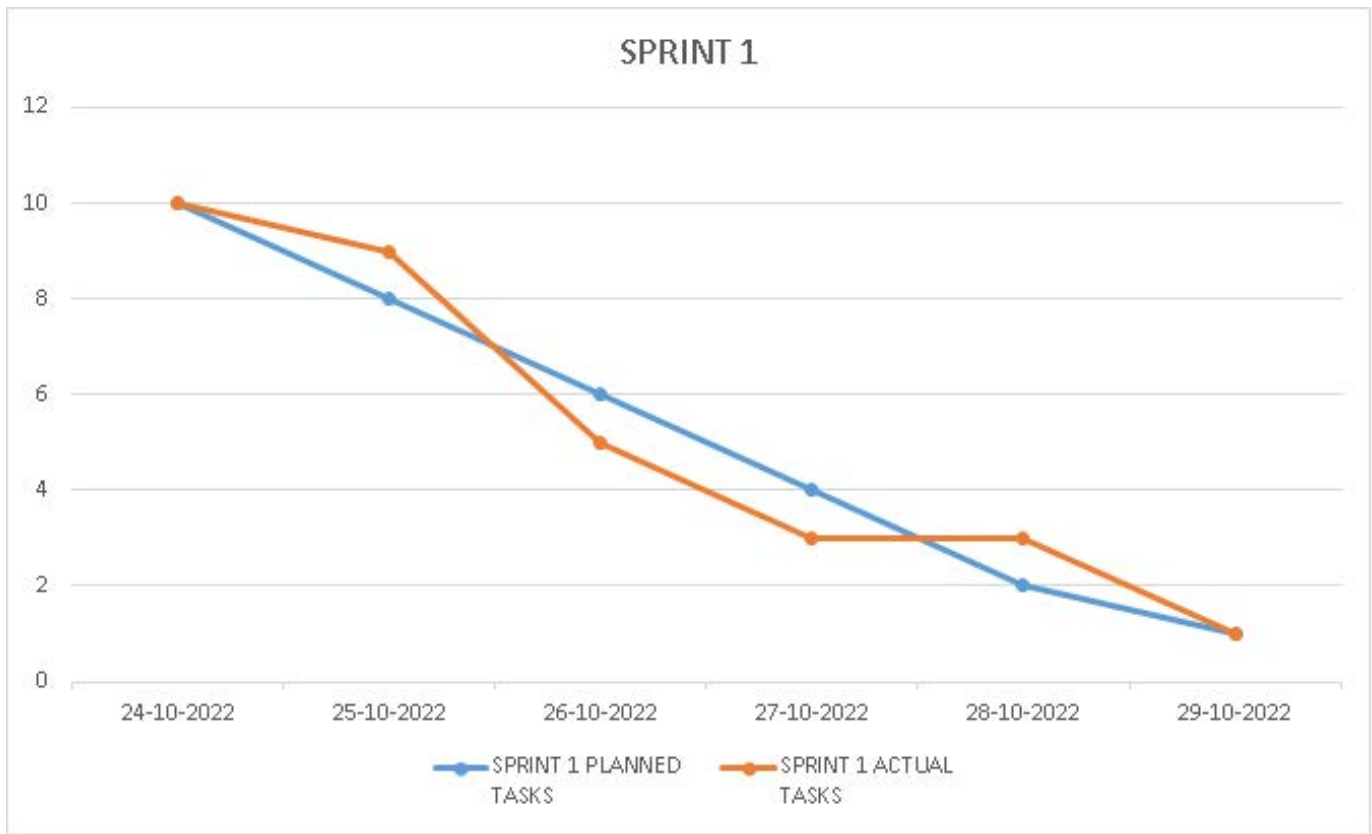
Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint-1	20	6 Days	24 Oct 2022	29 Oct 2022	20	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022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

Velocity:

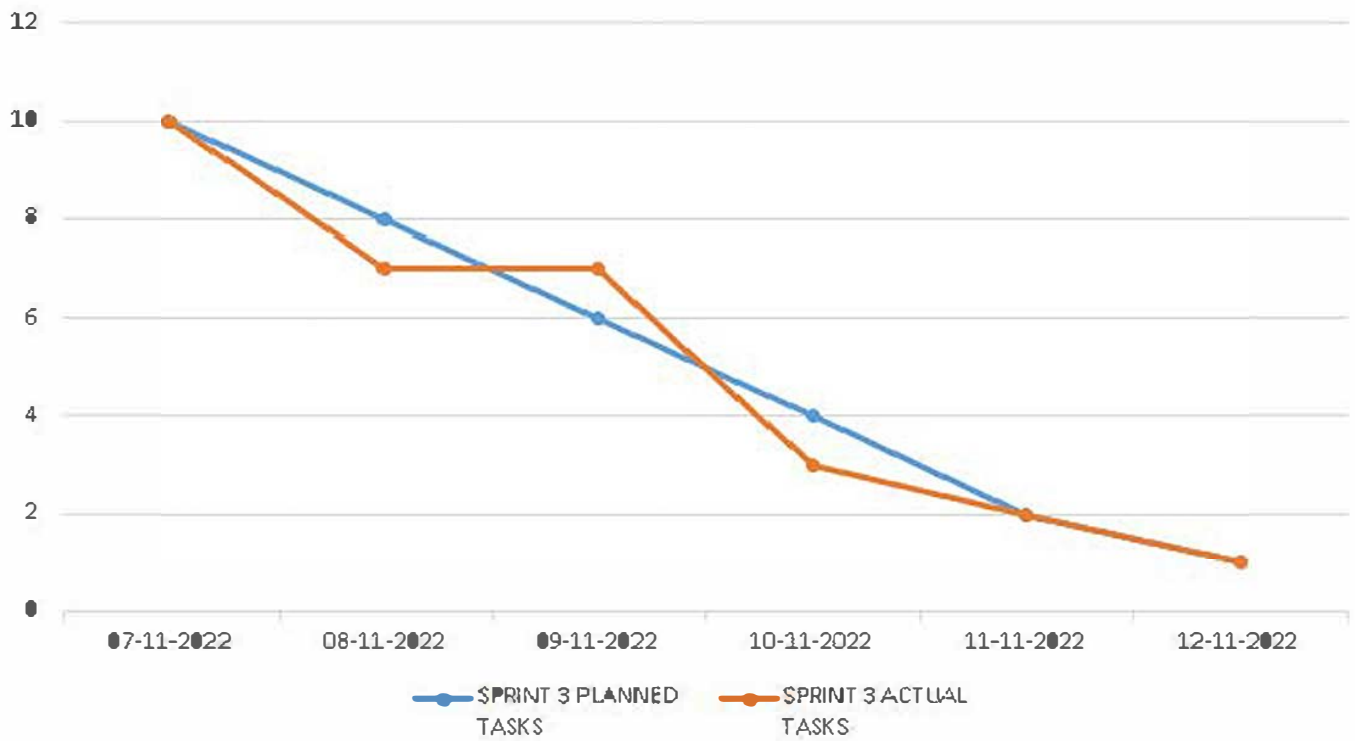
Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

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

Burndown Chart:



SPRINT 3



SPRINT 4

