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

Date	22 October 2022
Team ID	PNT2022TMID00043
Project Name	Project - Personal Expense Tracker
Maximum Marks	8 Marks

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	Registration (Mobile User)	USN-1	In order to register for the application, I must first enter my email address and then confirm my password.	4	High	Avinash S
Sprint-1	Registration	USN-2	The application will send me a confirmation email once User have registered as a user	3	High	Giridharan M S
Sprint-1	Registration	USN-3	Through my Gmail account, I can register for the application	2	Medium	AdithyaAnil
Sprint-1	Login	USN-4	The application allows me to log in by entering my email address and password	3	High	Karthick S
Sprint-2	Registration (WebUser)	USN-5	It is possible for me to register for the application by entering my email address, password, and confirming my password	4	High	Avinash S Giridharan M S
Sprint-2	Registration	USN-6	Once I have registered for the application, User will receive a confirmation email	3	High	Giridharan M S
Sprint-2	Registration	USN-7	User can able to register for the application using my Gmail account	2	Medium	AdithyaAnil Karthick S
Sprint-2	Login	USN-8	The application allows User to log in by entering my email address and password	3	High	Avinash S
Sprint-3	Expense Update	USN-9	As a user, I can add my wallet balance and add or delete my expenses.	6	High	Avinash S

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-3	Expense Update	USN-10	As a user, I have the ability to update my expenses on a regular basis.	6	Medium	Avinash S Giridharan M S
Sprint-4	Email alert	USN-11	As a user, I can set an expense limit out of the Wallet balance.	6	High	AdithyaAnil
Sprint-4	Email alert	USN-12	As a user, I will be notified by e-mail if I have reached the set limit.	6	High	Karthick S

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 6-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)

$$AV = \text{Sprint duration / velocity} = 20/6 = 3.33$$