# Project Planning Phase

**Project Planning (Product Backlog, Sprint Planning, Stories, Storypoints)**

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| --- | --- |
| Date | 18October 2022 |
| Team ID | PNT2022TMID47674 |
| Project Name | IoT Based Safety Gadget for Child Safety Monitoring and Notification |
| 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 | Paring IoT Device  with Parents mobile | USN-1 | The IoT device is paired with parents mobile by internet  connection. It is used to track the child activities. | 2 | High | Radhika s,  Deebika |
| Sprint-2 | Live Location Tracking | USN-2 | the GPS location is updated to the cloud at regular intervals or on request, whenever parent want to monitor the location of safety device then parental app can be used which fetches all the data from the updated cloud  and also display the current/live location of the safety gadget. | 1 | High | Rahuman beevi,  Sabeera barveen |
| Sprint-3 | Panic Alert System: | USN-3 | The gadget is equipped with panic alert system feature which mainly consist of a button that is triggered only during certain abnormal/panic situations, this button is programmed in such a way that, once it is triggered then multiple alerts in various forms occurs within few seconds of time, SMS and also phone call is triggered to the parental phone from the safety gadget GSM module to the parental phone, which consists of current location of gadget fetched from its GPS and a pre-installed panic  message seeking for help. | 2 | Low | Radhika s,  Deebika |

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| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional**  **Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-4 | Stay Connected Feature: | USN-4 | This feature is to communicate between safety gadget (GSM module) and parental phone always connected irrespective of the situation, safety gadget can make a  phone call anytime to parental phone and vice-versa. | 2 | Medium | Rahuman beevi,  Sabeera barveen |
| Sprint-5 | Health Monitoring System: | USN-5 | The gadget consists of heart beat and temperature sensor which is used to monitor the general health condition of child. Any abnormalities being detected in the health monitoring parameters by the safety gadget then an immediate alert is sent on the parental app via Wi-Fi.  Also, displays on parental app | 1 | High | Radhika s,  Deebika |
| Sprint-6 | Gadget Plug and Unplug Monitoring: | USN-6 | This feature is to keep monitoring if the safety gadget is plugged or not by monitoring the contact switch, necessary alerts are provided on parental app whenever  the device is unplugged. | 2 | Medium | Rahuman beevi,  Sabeera barveen |
| Sprint-7 | Boundary Monitoring System: | USN-7 | Binding gadget is the device which is used to satisfy this feature along with safety gadget and parental phone. This gadget is used to monitor safety gadget within a bounded area using wireless technology. Once the safety gadget is moving out of the threshold distance from the BLE  listener device then an alert is provided on device itself, which will be used by parent/guardian. | 1 | High | Radhika s,  Deebika |

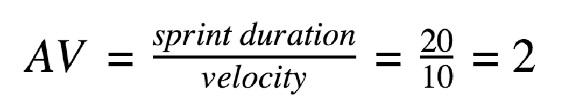
# Project Tracker, Velocity & Burndown Chart: (4 Marks)

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| --- | --- | --- | --- | --- | --- | --- |
| **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 | 3 Days | 24 Oct 2022 | 29 Oct 2022 | 20 | 29 Oct 2022 |
| Sprint-2 | 20 | 3 Days | 31 Oct 2022 | 02 Nov 2022 | 20 | 05 Nov 2022 |
| Sprint-3 | 20 | 3 Days | 03 Nov 2022 | 05 Nov 2022 | 20 | 07 Nov 2022 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **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-4 | 20 | 6 Days | 07 Nov 2022 | 09 Nov 2022 | 20 | 12 Nov 2022 |
| Sprint-5 | 20 | 6 Days | 10 Nov 2022 | 12 Nov 2022 | 20 | 16Nov 2022 |
| Sprint-6 | 20 | 6 Days | 14 Nov 2022 | 16 Nov 2022 | 20 | 17 Nov 2022 |
| Sprint-7 | 20 | 36Days | 17 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)



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](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). 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>