

Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID21617
Project Name	Project – Plasma Donor Application
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	Login and Registration	USN-1	In this sprint, the user can able to register themselves as donor and using the email and the password the user can able to login	9	High	Team Lead (Deepan Surya Raj S V)
Sprint -2	Donor Status Page	USN-4	As a user, one can access the number of donors and donors in each plasma type retrieving from the plasma database	9	High	Team Lead, Team member 1, Team member 2, Team member 3
Sprint-3	Plasma Request Page	USN-8	As a user, one can request plasma of specific type and entering the address to which the plasma is needed	9	High	Team Lead, Team member 1, Team member 2, Team member 3
Sprint -4	Email Sending	USN-12	By clicking the request button, the concerned donors will receive the notification through the SendGrid.	9	High	Team Lead, Team member 1, Team member 2

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	17 Nov 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	17 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	17 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	17 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)

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

Velocity:

AV=20/6=3.333...

Sprint 1(AV)= 3.34

Sprint 2(AV)= 3.34

Sprint 3(AV)= 3.34 Sprint

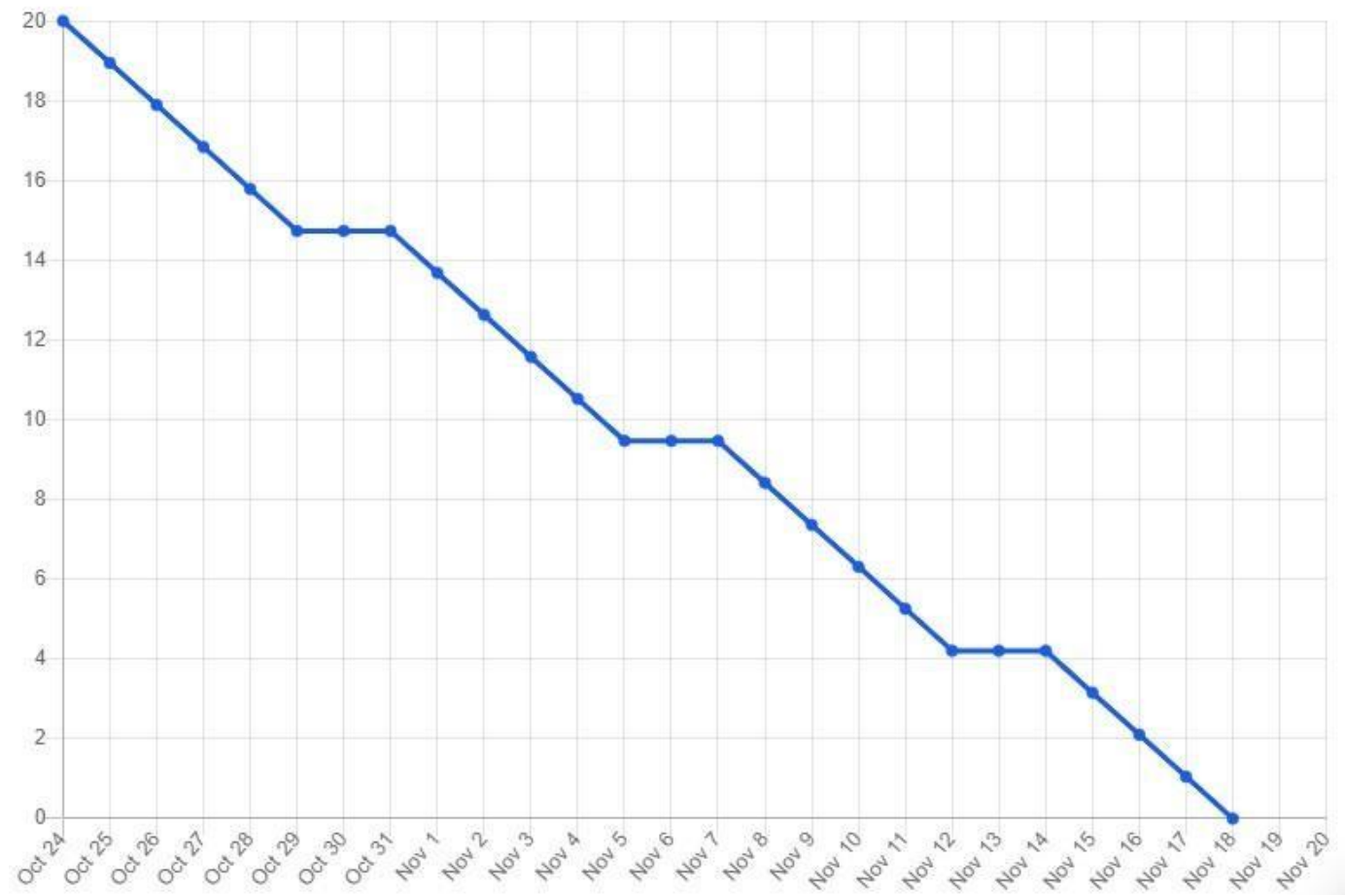
4(AV)= 3.34

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.visualparadigm.com/scrum/scrum-burndown-chart/>

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>