## Project Planning Phase Project Planning Template (Product Backlog, Sprint Planning, Stories, Storypoints)

Date	28 October 2022
Team ID	PNT2022TMID14919
Project Name	Project Name Project – Nutrition Assistant 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	Registration	USN-1	As a user, I can register for the application by entering my email,	2	High	Likhith
		password, and confirming m password.	·			Selva Balaji
						Rethick
						Sammrat
Sprint-1		USN-2	As a user, I will receive confirmation email once I have	1	High	Likhith
			registered for the application.			Selva Balaji
						Rethick
						Sammrat
			As a user, I can log into the			Likhith
Sprint-1 User	User details	User details USN-3	application by entering email & password.	1	High	Selva Balaji
						Rethick
						Sammrat
			As a user, I can fill the Details.	2	77' 1	Likhith
Sprint-2 Login	Login	Login USN-4		2	High	Selva Balaji
						Rethick
						Sammrat
Sprint-3	Push	USN-5	As a user, I can fill the Details.	2	Medium	Likhith
•	notification					Selva Balaji
						Rethick

						Sammrat
Sprint-4	Shown the nutrition Recipe for scanned food	USN-6	As a user, I can scan the food an get the nutrition details and recipe for related scanned	1	High	Likhith Selva Balaji Rethick
						Sammrat

## **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)

Average Velocity = Story Points per Day

Sprint Duration = Number of (Duration) days per Sprint

Velocity = Points per Sprint

$$AV = \approx 4$$

Therefore, the AVERAGE VELOCITY IS 4 POINTS PER SPRINT

## **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.

	Initial estimate						
Spring number	Day 0	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
Sprint-1	20	0	10	5	3	1	1
Sprint-2	20	2	10	4	1	1	2
Sprint-3	20	5	5	5	5	0	0

Sprint-4							
	20	3	3	3	3	3	5
Remaining effort	80	70	42	25	13	8	0
Ideal effort	80	66.6666667	53.33333333	40	26.66666667	13.33333333	0

