# Project Design Phase-II Data Flow Diagram & User Stories

| Date          | 1 8 October 2022                          |
|---------------|-------------------------------------------|
| Team ID       | PNT2022TMID00278                          |
| Project Name  | Inventory Management System for Retailers |
| Maximum Marks | 8 Marks                                   |

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

| Release  | Functional<br>Requirement | User Story<br>Number | User Story / Task                                                                                         | Acceptance criteria                                       | Priority | Team members                                                              |
|----------|---------------------------|----------------------|-----------------------------------------------------------------------------------------------------------|-----------------------------------------------------------|----------|---------------------------------------------------------------------------|
| Sprint-1 | Registration              | USN-1                | As a user, I can register for the application by entering my email, password, and confirming my password. | I can access my account / dashboard                       | High     | Jason Rajkumar. A<br>Abhish Kumar. P<br>Abishek Jarvis. D<br>Jaiganesh. M |
| Sprint-1 | Verification              | USN-2                | As a user, I will receive confirmation email once I have registered for the application                   | I can receive confirmation email & click confirm          | High     | Jason Rajkumar. A<br>Abhish Kumar. P<br>Abishek Jarvis. D<br>Jaiganesh. M |
| Sprint-1 |                           | USN-3                | As a user, I can register for the application through Facebook                                            | I can register & access the dashboard with Facebook Login | Low      | Jason Rajkumar. A<br>Abhish Kumar. P<br>Abishek Jarvis. D<br>Jaiganesh. M |
| Sprint-1 |                           | USN-4                | As a user, I can register for the application through Gmail                                               | I can login with registered email and password            | Medium   | Jason Rajkumar. A<br>Abhish Kumar. P<br>Abishek Jarvis. D<br>Jaiganesh. M |
| Sprint-1 | Login                     | USN-5                | As a user, I can log into the application by entering email & password                                    | Inventory can be viewed once logged in.                   | High     | Jason Rajkumar. A<br>Abhish Kumar. P<br>Abishek Jarvis. D<br>Jaiganesh. M |
| Sprint-2 | Dashboard                 | USN-6                | As a user, I can view the products that are available currently.                                          | Inventory can be viewed once logged in                    | High     | Jason Rajkumar. A<br>Abhish Kumar. P<br>Abishek Jarvis. D<br>Jaiganesh. M |

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|----------|---------------------------|----------------------|---------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|----------|---------------------------------------------------------------------------|
| Sprint-2 | Stocks update             | USN-7                | As a user, I can add products which are not available in the inventory and restock the products.                          | When the products are not available, retailers can restock and update their inventory.                                                | Medium   | Jason Rajkumar. A<br>Abhish Kumar. P<br>Abishek Jarvis. D<br>Jaiganesh. M |
| Sprint-2 | Sales prediction          | USN-8                | As a user, I can get access to sales prediction tool which can help me to predict better restock management of product.   | The sales prediction tool should forecast the sales so that the users can order properly and retailers can predict the order to sell. | High     | Jason Rajkumar. A<br>Abhish Kumar. P<br>Abishek Jarvis. D<br>Jaiganesh. M |
| Sprint-3 | Request for customer care | USN-9                | As a user, I am able to request customer care to get in touch with the administrators and clarify my doubts and problems. | Users can contact customer support and get help and service from administrators.                                                      | Low      | Jason Rajkumar. A<br>Abhish Kumar. P<br>Abishek Jarvis. D<br>Jaiganesh. M |
| Sprint-3 | Giving feedback           | USN-10               | As a user, I can suggest any new features that can be added.                                                              | Users get the option to give feedback for the app.                                                                                    | Low      | Jason Rajkumar. A<br>Abhish Kumar. P<br>Abishek Jarvis. D<br>Jaiganesh. M |

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

| Sprint   | Total Story<br>Points | Duration | Sprint Start Date | Sprint End Date<br>(Planned) | Story Points Completed (as on Planned End Date) | Sprint Release Date<br>(Actual) |
|----------|-----------------------|----------|-------------------|------------------------------|-------------------------------------------------|---------------------------------|
| Sprint-1 | 11                    | 6 Days   | 24 Oct 2022       | 29 Oct 2022                  | 11                                              | 29 Oct 2022                     |
| Sprint-2 | 7                     | 6 Days   | 31 Oct 2022       | 05 Nov 2022                  | 7                                               | 05 Nov 2022                     |
| Sprint-3 | 6                     | 6 Days   | 07 Nov 2022       | 12 Nov 2022                  | 6                                               | 12 Nov 2022                     |
| Sprint-4 | 7                     | 6 Days   | 14 Nov 2022       | 19 Nov 2022                  | 7                                               | 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)

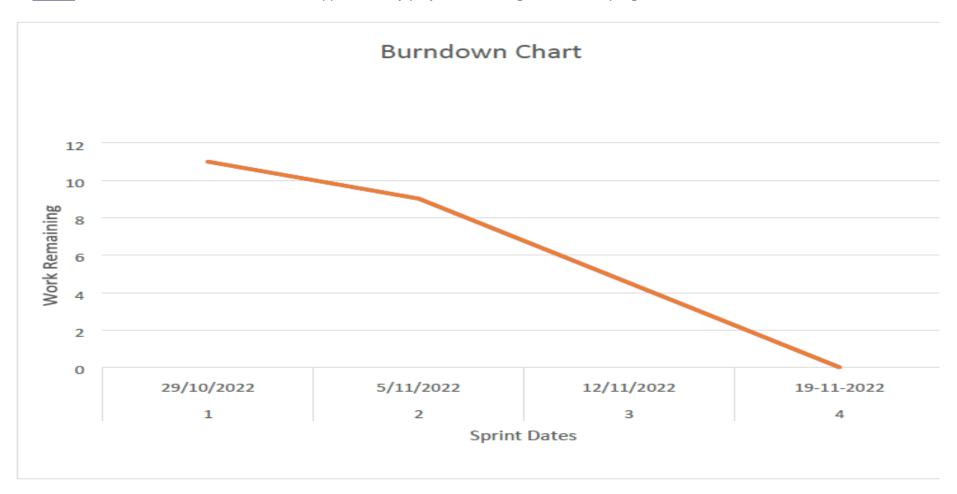
$$AV = \frac{sprint\ duration}{velocity} = \frac{20}{10} = 2$$

Our velocity should be:

$$AV = \frac{(11+7+6+7)}{24} = \frac{31}{24} = 1.29$$

#### **Burndown Chart:**

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile <u>software development</u> methodologies such as <u>Scrum</u>. 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/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