

Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID27153
Project Name	Project – News Tracker Application
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	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	5	High	
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	5	High	
Sprint-1		USN-3	As a user, I can register for the application through Gmail	5	Medium	
Sprint-1	Login	USN-4	As a user, I can log into the application by entering email & password	5	High	
Sprint-2	Dashboard	USN-5	As a user, I can enter the interests and choices of news I want to see for the first time in dashboard.	10	High	
Sprint-2	Dashboard User Interface	USN - 11	Administrator designing the user interface	10	Medium	
Sprint-3		USN-6	As a user I can go through the feed of news filtered according to my wish.	10	High	
Sprint-3		USN-7	As a user, I can log out my account in settings.	10	Medium	
Sprint-4		USN-8	As a user, I can update my interests and choice in account settings.	10	Medium	

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-4		USN-9	Solve issues brought up by client	5	Medium	
Sprint-4		USN-10	Roll out updates and bug fixes	5	High	

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 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)

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

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.