

## Project Planning Phase

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

Date	5 November 2022
Team ID	PNT2022TMID28945
Project Name	Corporate Employee Attrition Analysis
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 should be able to register in the application.	3	Medium	J.RYeswanth , V.Vimaleshwaran, J.Savio Maria Santhosh, S.Thangadurai
Sprint-1	Authentication	USN-2	The registered user should be authenticated and verified and logged in.	2	Low	J.RYeswanth , V.Vimaleshwaran, J.Savio Maria Santhosh, S.Thangadurai
Sprint-2	Dataset upload and creating dashboards.	USN-3	As a user, I should be able to upload the dataset and do exploratory analysis and explore patterns.	2	Medium	J.RYeswanth , V.Vimaleshwaran, J.Savio Maria Santhosh, S.Thangadurai

Sprint-2		USN-4	I present the data using analytical tools and present the data using charts and graphs.	3	Medium	J.RYeswanth , V.Vimaleshwaran, J.Savio Maria Santhosh, S.Thangadurai
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Sprint-3	Model creation and testing	USN-5	I split the data into test and train dataand create the model.	5	High	J.RYeswanth , V.Vimaleshwaran, J.Savio Maria Santhosh S.Thangadurai
Sprint-4	Model Output	USN-6	The model is used to predict the attritionrate.	5	High	J.RYeswanth , V.Vimaleshwaran, J.Savio Maria Santhosh S.Thangadurai

### 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	5	6 Days	24 Oct 2022	29 Oct 2022	5	29 Oct 2022
Sprint-2	5	6 Days	31 Oct 2022	05 Nov 2022	5	05 Nov 2022
Sprint-3	5	6 Days	07 Nov 2022	12 Nov 2022	5	12Nov2022
Sprint-4	5	6 Days	14 Nov 2022	19 Nov 2022	5	19Nov2022

#### Velocity:

We have an 6-day sprint duration, and the velocity of the team is 4 (points per sprint). To calculate the team's average velocity (AV) per iterationunit (story points per day)

$$AV = \frac{\text{SPRINT DURATION}}{\text{VELOCITY}} = \frac{6}{4} = 1.5$$