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

Date	18-10-2022
Team ID	PNT2022TMID32073
Project name	Personal Assistant For Seniors Who Are Self Reliant

## **Product Backlog, Sprint Schedule, and Estimation**

Sprint	Functional Requiremen t (Epic)	User Story Numb er	User Story / Task	Story points	Priority	Team Members
Sprint 1	Set Alarm	USN-1	As a user, I can set an alarm to alerting a medicine through medicine remainder system	10	High	Divyashruthi S
Sprint 1		USN-2	As a user, I can Activate and Deactivate the alarm	10	High	Gokilapriya S
Sprint 2	Notification	USN-3	As a user once I can the set the alarm then I gets the notification	10	High	Dilipkumar S
Sprint 2		USN-4	As a user, If I requires this system then a notification will be sent into his device.	10	High	Aslam J
Sprint 3	Medication Detail	USN-5	As a user, I have multiple medications each day, can put each pill in the box for the corresponding day.	10	High	Divyashruthi S

Sprint 3		USN-6	As a user, between setting an alarm and using a pillbox, I'll be able to stay on top of your medications and not miss a dose.	5 low		Gokilapriya S
Sprint 3		USN-7	As a user, I can store the name of the medicine with its description	10	High	Dilipkumar S
Sprint 4	GPS Tracking	USN-8	As a user, they can also help large hospitals and clinics manage their inventory more effectively	5	Low	Aslam J
	Sensor	USN-9	As a user ,they used fo keeping the record ir medicine details the reminding the schedule o medicine. We have used the IoT enabled Arduino device for monitoring the System.	10	High	Divyashruthi S

## **Project Tracker, Velocity & Burndown Chart:**

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date Completed (as on Planned End Date)		Sprint Release Date (Actual)
Sprint 1	20	6 days	24-10-2022	29-10-2022	20	29-10-2022
Sprint 2	10	6 days	31-10-2022	5-11-2022	10	5-11-2022
Sprint 3	20	6 days	07-11-2022	12-11-2022	20	12-11-2022
Sprint 4	10	6 days	14-11-2022	19-11-2022	10	19-11-2022

**Velocity:** Let's calculate the team's average velocity (AV) per iteration unit (story points per day).

## **Burndown Chart:**

