

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

Date	18 October 2022
Team ID	PNT2022TMID00392
Project Name	Project - IoT Based Safety Gadget for Child Safety Monitoring & Notification
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	Enrolment	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	4
Sprint-2	IBM cloud	USN-2	As a user, I will receive confirmation email once I have registered for the application.	1	High	4
Sprint-2	Installing required software	USN-3	As a user, I can register for the application through Facebook.	2	Low	1
Sprint-3	Integration of IBM cloud and NODE-RED	USN-4	As a user, I can register for the application through Gmail.	2	Medium	2
Sprint-4	Account Creation	USN-5	As a user, I can log into the application by entering email & password.	1	High	4
Sprint-4	Dashboard	USN-6	I can instantly access all of my TO DO checklists and dashboard features.	2	Medium	2
Sprint-5	Testing and Date of Demo	USN-7	If all goes as planned, I can test my model and begin my demonstration the same day.	2	High	4
Sprint-6	Overall	USN-8	This app may help with costs, income, payments, trades, and many other applications.	2	High	4

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	20 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	04 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022		08 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022		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)

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