CUSTOMER CARE REGISTRY

PROJECT PLANNING



TEAM DETAILS:

Team No : PNT2022TMID38567

College Name: Adhiparasakthi Engineering College

Department: Computer Science & Engineering

Date	180ctober 2022
Team ID	PNT2022TMID38567
Project Name	Customer Care Registry
Maximum Marks	8 Marks

Project Planning 2

PROJECT PLANNING

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	User Panel	USN-1	The user will login into the website and gothrough the services available on the webpage	20	High	Dharani Shree.A
			Services available on the webpage		Low	Kalaivani.A
Sprint-2	Admin panel	USN-2	The role of the admin is to check out the database about the availability and have a trackof all the things that the	20	High	Jyothisri.P
			users are going to service		Medium	Malini.M
Sprint-3	Chat Bot	USN-3	The user can directly talk to Chatbot regarding the	20	High	Dharani Shree.A
			services. Get the recommendations based on information provided by the user.		Medium	Kalaivani.A Jyothisri.P
			information provided by the deer.		Low	Malini.M
Sprint-4	final delivery	USN-4	Container of applications using docker kubernetes and deployment the application.Create the documentation and final submit the application	20	High	Dharani Shree.A Kalaivani.A Jyothisri.P Malini.M

Project Planning 3

PROJECT PLANNING

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

Sprint	Total Story	Duration	Sprint Start Date	Sprint End Date	Story Points	Sprint Release Date
	Points			(Planned)	Completed (as on	(Actual)
					Planned End Date)	
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)

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

BURNDOWN CHART

