# Project Planning Phase

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

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| Team ID | PNT2022TMID21909 |
| Project Name | Project – Estimate the crop yield using Data Analytics |
| 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. | 2 | High | Dani Chan |
| Sprint-1 | | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 1 | High | Chan Kamal |
| Sprint-2 | | USN-3 | As a user, I can register for the application through Google | 2 | Low | Amirth Chan |
| Sprint-1 | | USN-4 | As a user, I can register for the application through Gmail | 2 | Low | Josh Chan |
| Sprint-1 | Login | USN-5 | As a user, I can log into the application by entering email & password | 1 | High | Chan Kamal |

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|---|---|---|---|---|---|---|
| Sprint- 3 | Dashboard | USN-6 | As a user, I can freely use my dashboard and explore the features | 2 | High | Chan Josh |
| Sprint- 2 | | USN-7 | As a user, I can use the credentials to access the resources of my application | 2 | High | Dani Amirth |
| Sprint- 3 | | USN-8 | Performance of Data manipulations on the application | 1 | High | Kamal Chan |
| Sprint- 3 | Visualizations | USN-9 | I can create dashboards with particular datasets | 2 | High | Dani Josh |
| Sprint- 4 | | USN-10 | Predictive analysis can be done | 1 | High | Chan Amirth |
| Sprint- 3 | | USN-11 | I can create stories with particular datasets | 2 | High | Kamal Amirth |
| Sprint- 4 | | USN-12 | I can deliver and export reports according to the dashboards and stories created | 2 | High | Josh Chan |

**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)

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

AV = Sprint Duration/Velocity =
20/6 = 3

**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 HYPERLINK "https://www.visual-paradigm.com/scrum/what-is-agile-software-development/" methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

**https://www.visual-paradigm.com/scrum/scrum-burndown-chart/**

**https://www.atlassian.com/agile/tutorials/burndown-charts**

**Reference:**


https://www.atlassian.com/agile/project-management

https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software

https://www.atlassian.com/agile/tutorials/epics

https://www.atlassian.com/agile/tutorials/sprints

https://www.atlassian.com/agile/project-management/estimation

https://www.atlassian.com/agile/tutorials/burndown-charts