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

Date	31 October 2022
Team ID	PNT2022TMID42771
Project Name	Project - Signs with smart connectivity for better road safety
Maximum Marks	8 Marks

Product Backlog, Sprint Schedule, and Estimation (4 Marks)

Sprint	Functional Requirement	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Resources Initialization	USN-1	Create and initialize accounts in various public APIs like Open Weather API.	1	Low	Kaviya M
Sprint-1	Local Server/Software Run	USN-2	Write a Python program that outputs results given the inputs like weather and location.	1	Medium	Kowshika NG
Sprint-2	Push the server/software to cloud	USN-3	Push the code from Sprint 1 to cloud so it can be accessed from anywhere	2	Medium	Kaviya M Kowshika NG Nandhini K Saranya S

Sprint-3	Hardware initialization	USN-4	Integrate the hardware to be able to access the cloud functions and provide inputs to the same.	2		Kaviya M Kowshika NG Nandhini K Saranya S
Sprint-4	UI/UX Optimization	USN-5	Optimize all the shortcomings and provide	2	Medium	Kaviya M Kowshika NG Nandhini K Saranya S

Sprint	Functional	User Story	User Story / Task	Story	Priority	Team Members
	Requirement	Number		Points		
	& Debugging		better user experience.			Kaviya M
						Kowshika NG
						Nandhini K
						Saranya S

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	31 Oct 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	07 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	14 Nov 2022

Velocity:

The average velocity(AV) per iteration unit (story points per day) can be defined as sprint duration by velocity (points per sprint)

(AV = Sprint duration / Velocity)

Given:

Sprint duration = 6days Velocity = 20 AV = 6 / 20 = 0.3

AV = 0.3

Burndown Chart:

