**Project Planning Phase**

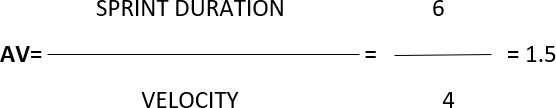
**Project Planning (Product Backlog, Sprint Planning, Stories, Story points)**

|  |  |
| --- | --- |
| Date | 19 Nov 2022 |
| Team ID | **PNT2022TMID11925** |
| Project Name | Corporate Employee Attrition Analysis |
| 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 | Login | USN-1 | As a user, I should be able to login in the application and the view the final output | 5 | High | Suraj S |
| Sprint-2 | Dataset upload and cleaning | USN-2 | The analyst should be able to upload the dataset clean the dataset | 2 | Medium | Suriya M |
| Sprint-3 | Exploring dataset | USN-3 | The analyst performs exploratory analysis on the data to analyze the important factors for attrition. | 5 | Medium | Sriram R |
| USN-4 | The analyst presents the data using analytical tools like charts and graphs. | 4 | Medium | Suraj S |
| Sprint-4 | Model Creation and Output | USN-5 | The analyst creates a model and use to predict the attrition rate and prediction is done through the website. | 5 | High | Suriya M |

**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 | 5 | 6 Days | 24 Oct 2022 | 29 Oct 2022 | 5 | 17 nov 2022 |
| Sprint-2 | 5 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 5 | 17 Nov 2022 |
| Sprint-3 | 5 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 5 | 17 Nov 2022 |
| Sprint-4 | 5 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 5 | 19 Nov 2022 |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

**Velocity:**

We have an 6-day sprint duration, and the velocity of the team is 4 (points per sprint). To calculate the team’s average velocity (AV) per iteration unit (story points per day)