

PROJECT PLANNING PHASE

(PRODUCT BACKLOG, SPRINT PLANNING, STORIES, STORY POINTS)

HAZARDOUS AREA MONITORING FOR INDUSTRIAL POWER PLANT BY IOT

TEAM ID: PNT2022TMID03488

| SPRINT | FUNCTIONAL REQUIREMENT(EPIC) | USER STORY NUMBER | USER STORY/TASK | STORY POINTS | PRIORITY | TEAM MEMBERS |
|-----------|----------------------------------|-------------------|---|--------------|----------|------------------------------|
| SPRINT -1 | Registration (Industrial Owner) | USN - 1 | As a owner, registration into the application through email and password | 5 | High | Manojkumar M, Karthick S |
| SPRINT -1 | Registration (Industrial Worker) | USN - 2 | As an employee,registration into the application through email and password | 2 | High | Karthikeyan M, Manobharath M |
| SPRINT -1 | Data Modules (Industrial Owner) | USN - 3 | As a owner, environmental temperature and humidity are received | 5 | High | Manojkumar M, Karthick S |

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|------------------|-------------------------------------|----------------|---|---|--------|---------------------------------|
| SPRINT -1 | Data Modules (Industrial Worker) | USN - 4 | As an employee, environmental temperature and humidity are received | 2 | High | Karthikeyan M, Manobharath M |
| SPRINT -1 | Login (Industrial Owner) | USN - 5 | As a owner,login into the account by email and password | 3 | Medium | Manojkumar M, Karthick S |
| SPRINT -1 | Login (Industrial Worker) | USN - 6 | As an employee, login into the account by email and password | 1 | Medium | Karthikeyan M, Manobharath M |
| SPRINT -2 | IOT Dashboard Interfacing | USN - 7 | As an employee, interfacing data and internet can be done | 8 | High | Manojkumar M, Karthick S |
| SPRINT -3 | Web UI | USN - 8 | As an employee, accessing data through website | 3 | High | Karthikeyan M, Manobharath M |

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|------------------|-----------|----------------|---|---|--------|-----------------------------|
| SPRINT -4 | Mobile UI | USN - 9 | As an employee, data can be viewed through mobile application | 2 | Medium | Manojkumar M, Karthick S |
|------------------|-----------|----------------|---|---|--------|-----------------------------|

PROJECT TRACKER, VELOCITY & BURN DOWN CHART(4)

| 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 |

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





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|-------------------|----|--------|-------------|-------------|----|-------------|
| SPRINT - 4 | 20 | 4 Days | 14 NOV 2022 | 19 NOV 2022 | 20 | 19 NOV 2022 |
|-------------------|----|--------|-------------|-------------|----|-------------|

VELOCITY:

Let us consider 10 days as sprint duration and the velocity of the team is 20(points per sprint). Let us consider the team's average velocity(Avg V) per iteration unit(Story points per day)

BURNDOWN CHART:

A burndown chart shows the amount of work that has been completed in an epic or sprint, and the total work remaining. Burndown charts are used to predict your team's likelihood of completing their work in the time available. They are also great for keeping the team aware of any scope creep that occurs.

| OCT | OCT | NOV | NOV | NOV |
|-------------|---|-------------|-------------------|----------------------|
| 20 21 22 23 | 24 25 26 27 28 29 30 31 | 1 2 3 4 5 6 | 7 8 9 10 11 12 13 | 14 15 16 17 18 19 20 |
| | HAMFIPPB SPRINT 1. HAMFIPPB SPRINT 2. HAMFIPPB SPRINT 3. HAMFIPPB SPRINT 4 | | | |
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