# **Project Planning Phase**

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

| Date         | 21 October 2022                             |
|--------------|---|
| Team ID      | PNT2022TMID03637                            |
| Project Name | Project - IoT Based Safety Gadget for Child |
|              | Safety Monitoring & Notification            |

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

Use the below template to create product backlog and sprint schedule

| Sprint   | Functional<br>Requirement (Epic) | User Story<br>Number | User Story / Task  | Story Points | Priority | Team Members  |
|----------|----------------------------------|----------------------|--|--------------|----------|---|
| Sprint-1 | User Registration                | USN-1                | Registration through website Registration through app            | 2            | High     | G Mourya Varma<br>Mannur Rohith<br>Manickavasakar M<br>Naveed N |
| Sprint-1 | User Confirmation                | USN-2                | Confirmation via Email Confirmation via OTP                      | 1            | High     | G Mourya Varma<br>Mannur Rohith<br>Manickavasakar M<br>Naveed N |
| Sprint-2 | User login                       | USN-3                | Setting up User Id and password                                  | 2            | Low      | G Mourya Varma<br>Mannur Rohith<br>Manickavasakar M<br>Naveed N |
| Sprint-1 | App permission                   | USN-4                | Grant the permission for the app to access location, contact etc | 2            | Medium   | G Mourya Varma<br>Mannur Rohith<br>Manickavasakar M<br>Naveed N |

| Sprint-1 | Interface with the Device     | USN-5                | Connecting the device with the registered app with the device ID.            | 1            | High     | G Mourya Varma<br>Mannur Rohith<br>Manickavasakar M<br>Naveed N |
|----------|-------------------------------|----------------------|--|--------------|----------|---|
| Sprint   | Functional Requirement (Epic) | User Story<br>Number | User Story / Task  | Story Points | Priority | Team Members  |
| Sprint-2 | Setting Geo-location          | USN-6                | Creating the Geo-location area in the map                                    | 2            | Low      | G Mourya Varma<br>Mannur Rohith<br>Manickavasakar M<br>Naveed N |
| Sprint-3 | Database                      | USN-7                | Location history is stored in the cloud. Can be accessed from the dashboard. | 2            | High     | G Mourya Varma<br>Mannur Rohith<br>Manickavasakar M<br>Naveed N |
| Sprint-4 | Tracking location             | USN-8                | Tracking the location through app. Tracking the location through website.    | 2            | High     | G Mourya Varma<br>Mannur Rohith<br>Manickavasakar M<br>Naveed N |

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

| Sprint   | Total Story<br>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:**

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:**

A burn down chart is a graphical representation of work left to do versus time. It is often used in 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/sprints

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

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

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