**Project Planning Phase**

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

|  |  |
| --- | --- |
| Date | 05 november 2022 |
| Team ID | PNT2022TMID26870 |
| Project Name | Project – Smart Farmer - IOT based  Smart Farming Application |
| 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 | Creating Hardware Simulation | USN - 1 | Connect Sensors and Wi - Fi modules by using Python code | 2 | High | Rajesh,Santhosh  Shakthivel,sathish |
| Sprint - 2 | Using Software | USN - 2 | Creating device in the IBM Watson IOT platform, to making workflow of IOT scenarios using Node - RED service | 2 | High | Rajesh,Santhosh  Shakthivel,sathish |
| Sprint - 3 | MIT App Inventor | USN - 3 | Develop a mobile application for the Smart Farmer project using MIT App Inventor | 2 | High | Rajesh,Santhosh  Shakthivel,sathish |
| Sprint - 4 | Web UI | USN - 4 | To make the user to interact with software | 2 | High | Rajesh,Santhosh  Shakthivel,sathish |

**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 | 23 Oct 2022 | 28 Oct 2022 | 20 | 28 Oct 2022 |
| Sprint - 2 | 20 | 6 Days | 30 Oct 2022 | 04 Nov 2022 | 20 | 04 Nov 2022 |
| Sprint - 3 | 20 | 6 Days | 07 Nov 2022 | 11 Nov 2022 | 20 | 11 Nov 2022 |
| Sprint - 4 | 20 | 6 Days | 14 Nov 2022 | 18 Nov 2022 | 20 | 18 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).

Sprint Duration 20

AV = = = 2

# Velocity 10

**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.visual-paradigm.com/scrum/scrum-burndown-chart/) [**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)

**Reference:**

[**https://www.atlassian.com/agile/project-management**](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/how-to-do-scrum-with-jira-software) [**https://www.atlassian.com/agile/tutorials/epics**](https://www.atlassian.com/agile/tutorials/epics) [**https://www.atlassian.com/agile/tutorials/sprints**](https://www.atlassian.com/agile/tutorials/sprints) [**https://www.atlassian.com/agile/project-management/estimation**](https://www.atlassian.com/agile/project-management/estimation) [**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)