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

Date	20 October 2022
Team ID	PNT2022TMID03720
Project Name	IOT Based Safety Gadget for Child Safety Monitoring and Notification
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	User signup/login	USN-1	As a user, I can sign up for the application by entering my phone number , user name, password, and confirming my password.	2	High	Monisha, Sivaranjini
Sprint-1	User confirmation	USN-2	As a user, I can login with my username and password once signed up	2	High	Theerthika, Suvedha
Sprint-1		USN-3	As a user, I will receive confirmation email once I have signed up for the application	1	Medium	Sivaranjini, Theerthika
Sprint-1		USN-4	As a user, I will receive confirmation OTP once I have signed up for the application	2	High	Sivaranjini
Sprint-4	Interfacing	USN-5	I need to connect all involved scripts, database and devices	2	High	Sivaranjini, Monisha, Theerthika, Suvedha

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2	Setting geo fence	USN-6	I specify the geo location coordinates for geo fence based on user given input	1	Medium	Theerthika, Monisha
Sprint	**Functional Requirement (Epic)**	**User Story Number**	**User Story / Task**	**Story Points**	**Priority**	**Team Members**
Sprint-4	User notification	USN-7	I develop a module to notify user via app in case of possible emergency	2	High	Monisha, Sivaranjini
Sprint-4	Emergency usage	USN-8	I develop a module to notify user via mobile number in case of possible emergency	2	High	Sivaranjini, Monisha
Sprint-2	Tracking location	USN-9	I input live location from sensor	1	High	Theerthika
Sprint-3		USN-10	I develop a module to make current location viewable from dashboard	2	Medium	Sivaranjini
Sprint-3	User location check	USN-11	I check for out of boundary location against established geo-fence by fetching live location from cloud database	2	High	Suvedha
Sprint-2	Database	USN-12	I create a database	2	High	Monisha
Sprint-4		USN-13	I maintain a database	2	Medium	Monisha

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

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
						(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	04 Nov 2022
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-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	11 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	19 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/how-to-do-scrum-with-jira-software
https://www.atlassian.com/agile/tutorials/epics
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https://www.atlassian.com/agile/project-management/estimation
https://www.atlassian.com/agile/tutorials/burndown-charts