# **Project Planning Phase**

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

Date	18October 2022
Team ID	PNT2022TMID05680
Project Name	Project – Car resale value prediction
Maximum Marks	8 Marks

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

Use the below template to create product backlog and sprint schedule

Release	Functional	User Story	User Story / Task	Story Points	Priority	Team Members
	Requirement (Epic)	Number				
Sprint-1	Details to be entered	USN-1	As a user, I can enter the year when i	2	High	Preethi.S
			have purchased my car			
Sprint-1		USN-2	As a user, I can enter the showroom	5	High	Logasri.P
			price, number of kilometres driven,			
			number of previous car owners			
Sprint-3		USN-3	As a user, I can enter the fuel type,	3	High	Pujhashree S.B
			dealer, transmission type.			
Sprint-3		USN-4	As a user, I can view the resale of the	5	High	Preethi.S,Preethi.S
·			car			
Sprint-3		USN-5	As a user, I must be able to save the	1	Medium	Logasri.P
•			details for future reference			
Sprint-2	UI/UX	USN-1	As a user, I can view all the elements	4	High	Preethi.S
			without any visual disturbance			
Sprint-1	UI	USN-1	As a user, i must be able to view all the	3	High	Preethi.S
			entering text boxes clearly.			
Sprint-3		USN-2	As a user, I can view the output clearly	3	High	Pujhashree.S.B
Sprint-2	Maintenance	USN-1	As a user, I must be able to contact the	3	Medium	Logasri.P
			maintenance team whenever any			
			issues arise.			
Sprint-2	Security	USN-1	The customer must not be able to view	5	High	Preethi.S
			how the prediction is done			

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

Sprint	Total Story	Duration	Sprint Start Date	Sprint End Date	Story Points	Sprint Release Date
	Points			(Planned)	Completed (as on	(Actual)
					Planned End Date)	
Sprint-1	20	6 Days	24 Oct 2022	29 Oct 2022	7	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	12	31 Oct 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	12	07 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)

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

$$AV = 12/6 = 2$$

#### **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.

