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

**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 | 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 = 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](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time.

