

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

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| Date | 27-10-2022 |
| Team ID | PNT2022TMID32772 |
| Project name | Personal Assistance For Seniors Who Are Self Reliant |

Product Backlog, Sprint Schedule, and Estimation

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story points | Priority | Team Members |
|----------|-------------------------------|-------------------|--|--------------|----------|--------------|
| Sprint 1 | Set Alarm | USN-1 | As a user, I can set an alarm for alerting to take medicine through Medicine remainder system. | 10 | High | Nanthini N |
| Sprint 1 | | USN-2 | As a user, I can Activate and Deactivate the alarm | 10 | High | Santhiya R |
| Sprint 2 | Voice Assistant | USN-3 | As a user once I set the alarm it will alert us voice assistant. | 10 | High | Nandhini SJ |
| Sprint 2 | | USN-4 | It will tell us the time and name of the medicine once the time has set. | 10 | High | Malavika M |

| | | | | | | |
|----------|---------------------------|-------|---|----|------|---|
| Sprint 3 | Cloudant DB | USN-6 | For storing the details of medicine reminder for which Cloud DB is used | 5 | low | Nanthini N, Malavika M, Nandhini SJ, Santhiya R |
| Sprint 3 | | USN-7 | As a user, I can store the name of the medicine with timing. | 10 | High | Malavika M, Santhiya R, Nandhini SJ, Nanthini N |
| Sprint 4 | User Friendly Application | USN-8 | Our app will be a companion for the senior citizen to consume the medicines on time. | 5 | Low | Sandhiya R, Nandhini SJ, Nanthini N, Malavika M |
| | | USN-9 | As a user, one needs to set the medicine and time as per the instruction given by the user the voice assistant will help to take medicines on time for senior citizens. | 10 | High | Nandhini SJ, Malavika M, Nanthini N, Santhiya R |

Project Tracker, Velocity & Burn down Chart:

| 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 | 8 days | 08-10-2022 | 15-11-2022 | 20 | 17-11-2022 |
| Sprint 2 | 10 | 8 days | 09-11-2022 | 16-11-2022 | 10 | 18-11-2022 |

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|----------|----|--------|------------|------------|----|------------|
| Sprint 3 | 20 | 8 days | 10-11-2022 | 17-11-2022 | 20 | 19-11-2022 |
| Sprint 4 | 10 | 8 days | 10-11-2022 | 17-11-2022 | 10 | 19-11-2022 |

Velocity: Let's calculate the team's average velocity (AV) per iteration unit (story points per day).

$$\begin{aligned}
 AV &= \text{Velocity} / \text{Sprint Duration} \\
 &= 20 / 8 \\
 &= 2.5
 \end{aligned}$$

$$\begin{aligned}
 AV &= 10 / 8 \\
 &= 1.25
 \end{aligned}$$

Burn down Chart :

