

## Project Planning Phase

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

|               |   |
|---------------|---|
| Date          | 22 October 2022                           |
| Team ID       | PNT2022TMID05614                          |
| Project Name  | Inventory Management System for Retailers |
| Maximum Marks | 8 Marks                                   |

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

Use the below template to create product backlog and sprint schedule

| Sprint   | Functional Requirement (Epic) | User Story Number | User Story / Task   | Story Points | Priority | Team Members  |
|----------|-------------------------------|-------------------|---|--------------|----------|---|
| Sprint-1 | Registration                  | USN-1             | As a user, I can register for the application by entering my email, password, and confirming my password. | 5            | High     | Karthikeya P<br>Annamalai M<br>Mohith P                       |
| Sprint-2 |                               | USN-2             | As a user, I will receive confirmation email once I have registered for the application                   | 3            | Medium   | Karthikeya P<br>Annamalai M<br>Mohith P                       |
| Sprint-4 |                               | USN-3             | As a user, I can register for the application through Face book   | 8            | Low      | Karthikeya P<br>Annamalai M<br>Mohith P                       |
| Sprint-3 |                               | USN-4             | As a user, I can register for the application through Gmail   | 8            | High     | Karthikeyan P<br>Annamalai M<br>Mohith P<br>Aathithya Kumar S |
| Sprint-1 | Login                         | USN-5             | As a user, I can log into the application by entering email & password                                    | 5            | High     | Karthikeyan P<br>Annamalai M<br>Roopak S<br>Aathithya Kumar S |
| Sprint-2 |                               | USN-4             | As a user, I can login into the application through Google one Tap Sign in                                | 3            | Medium   | Karthikeyan P<br>Roopak S<br>Aathithya Kumar S                |
| Sprint-1 | Dashboard                     | USN-5             | As a user, I must be able to see my details on the dashboard.   | 3            | High     | Mohith P<br>Roopak S<br>Aathithya Kumar S                     |

|          |           |       |   |   |        |   |
|----------|-----------|-------|---|---|--------|---|
| Sprint-2 |           | USN-6 | As a user, I should be able to change password whenever I prefer.                 | 2 | Medium | Karthikeya P<br>Annamalai M<br>Mohith P |
| Sprint-1 | Inventory | USN-7 | As a retailer, I should be able to alter product details in the app               | 2 | Medium | Karthikeya P<br>Annamalai M<br>Mohith P |
| Sprint-2 |           | USN-8 | As a retailer, I should be able to add or remove quantity of products in the app. | 3 | Medium | Karthikeya P<br>Annamalai M<br>Mohith P |

|          |             |       |  |   |        |   |
|----------|-------------|-------|--|---|--------|---|
| Sprint-2 |             | USN-9 | As a retailer, I should get alert on stock shortage or unavailability.               | 5 | Medium | Karthikeyan P<br>Annamalai M<br>Aathithya Kumar S |
| Sprint-1 | Order       | USN-7 | As a user, I should be able to order items on the app                                | 2 | High   | Karthikeya P<br>Ropak S<br>Mohith P               |
| Sprint-1 |             | USN-8 | As a user, I should be able to verify and pay in a secure payment gateway            | 3 | High   | Karthikeyan P<br>Annamalai M<br>Aathithya Kumar S |
| Sprint-3 |             | USN-9 | As a user, I should be able to get the product on time.                              | 5 | Low    | Annamalai M<br>Ropak S<br>Mohith P                |
| Sprint-4 | Maintenance | USN-1 | As a administrator, I should be able to edit details of the users of the app.        | 8 | High   | Aathithya kumar S<br>Ropak S<br>Mohith P          |
| Sprint-4 |             | USN-2 | Termination user accounts temporarily or permanently if needed.                      | 5 | Low    | Karthikeyan P<br>Annamalai M<br>Aathithya Kumar S |
| Sprint-2 | Feedback    | USN-1 | As a customer care team member, I should be able to get feedback from the users.     | 2 | High   | Karthikeyan P<br>Aathithya kumar S<br>Mohith P    |
| Sprint-3 |             | USN-2 | As a customer care team member, I should be available 24/7 to increase customer base | 8 | Medium | Karthikeyan P<br>Annamalai M<br>Aathithya Kumar S |

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

| <b>Sprint</b> | <b>Total Story Points</b> | <b>Duration</b> | <b>Sprint Start Date</b> | <b>Sprint End Date (Planned)</b> | <b>Story Points Completed (as on Planned End Date)</b> | <b>Sprint Release Date (Actual)</b> |
|---------------|---------------------------|-----------------|--------------------------|----------------------------------|--|-------------------------------------|
| Sprint-1      | 20                        | 6 Days          | 24 Oct 2022              | 29 Oct 2022                      | 20   | 29 Oct 2022                         |
| Sprint-2      | 18                        | 6 Days          | 31 Oct 2022              | 05 Nov 2022                      | 18   | 05 Nov 2022                         |
| Sprint-3      | 21                        | 6 Days          | 07 Nov 2022              | 12 Nov 2022                      | 21   | 12 Nov 2022                         |
| Sprint-4      | 21                        | 6 Days          | 14 Nov 2022              | 19 Nov 2022                      | 21   | 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)

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

**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>

<https://www.atlassian.com/agile/tutorials/sprints>

<https://www.atlassian.com/agile/project-management/estimation>

<https://www.atlassian.com/agile/tutorials/burndown-charts>