

Project Planning Phase

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

Date	29 October 2022
Team ID	PNT2022TMID38593
Project Name	Real-Time River Water Quality Monitoring and Control System
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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	NAVANITHA KRISHNAN N SANTHOSH B S JEEVA S BALAMANIKANDAN S
Sprint-1	User Confirmation	USN-2	As a user, I will receive confirmation email once I have registered for the application	1	Medium	NAVANITHA KRISHNAN N SANTHOSH B S JEEVA S BALAMANIKANDAN S
Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password	2	High	NAVANITHA KRISHNAN N SANTHOSH B S JEEVA S BALAMANIKANDAN S
Sprint-2	Interface Sensor	USN-1	A sensor interface is a bridge between a device and any attached sensor. The interface takes data collected by the sensor and outputs it to the attached device.	2	High	NAVANITHA KRISHNAN N SANTHOSH B S JEEVA S BALAMANIKANDAN S
Sprint-3	Coding(Accessing datasets)	USN-1	Coding is a set of instructions used to manipulate information so that a certain input results in a particular output.	2	High	NAVANITHA KRISHNAN N SANTHOSH B S JEEVA S BALAMANIKANDAN S
Sprint-4	Web Application	USN-1	As a user ,I will show the current information of the River Water.	1	Medium	NAVANITHA KRISHNAN N SANTHOSH B S JEEVA S BALAMANIKANDAN 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	20	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 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)

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

Burndown Chart:

