

## Project Planning Phase

### Project Planning

Date	24 October 2022
Team ID	PNT2022TMID48307
Project Name	Project - INDUSTRY-SPECIFIC INTELLIGENT FIRE MANAGEMENT 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	Sensing	USN-1	Sensing the environment using the sensors.	3	High	Boomika Narmatha Sabitha Srijeyparakathi
	Operating	USN-2	Turning on the exhaust fan as well as the fire sprinkler system in cause of fire and gas leakage.	3	Medium	Boomika Narmatha Sabitha Srijeyparakathi
Sprint-2	Sending collected data to the IBM Watson platform	USN-3	Sending the data of the Sensors to the IBM Watson.	3	High	Boomika Narmatha Sabitha Srijeyparakathi

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
	Node red	USN-4	Sending the data from the IBM Watson to the Node red.	3	High	Boomika Narmatha Sabitha Srijeyparakathi
Sprint-3	Storing of sensor data	USN-5	Storing in Cloudbant database.	2	Medium	Boomika Narmatha Sabitha Srijeyparakathi
	Registration	USN-6	Entering my email and password to verify authentication process.	1	Medium	Boomika Narmatha Sabitha Srijeyparakathi
	Web UI	USN-7	Monitors the situation of the environment which displays sensor information.	3	High	Boomika Narmatha Sabitha Srijeyparakathi
Sprint-4	Fast SMS Service	USN-8	Use Fast SMS to Send alert message once the parameters like temperature, flame and gas sensor readings goes beyond the threshold value.	3	High	Boomika Narmatha Sabitha Srijeyparakathi

	Turn ON/OFF the actuators	USN-9	User can turn off the Exhaust fan as well as the sprinkler system If need in that Situation.	2	Medium	Boomika Narmatha Sabitha Srijeyparakathi
<b>Sprint</b>	<b>Functional Requirement (Epic)</b>	<b>User Story Number</b>	<b>User Story / Task</b>	<b>Story Points</b>	<b>Priority</b>	<b>Team Members</b>
	Testing	USN-10	Testing of project and Final Deliverables.	1	Low	Boomika Narmatha Sabitha Srijeyparakathi

### 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	6	6 Days	24 Oct 2022	29 Oct 2022	6	29 Oct 2022

Sprint-2	6	6 Days	31 Oct 2022	05 Nov 2022	6	05 Nov 2022
Sprint-3	6	6 Days	07 Nov 2022	12 Nov 2022	6	12 Nov 2022
<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-4	6	6 Days	14 Nov 2022	19 Nov 2022	6	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)

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

$$AV = 6/6=1$$

## 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.

