ProjectPlanningPhase ProjectPlanningTemplate(ProductBacklog,SprintPlanning,Stories,Storypoints)

Date	03 October2022
TeamID	PNT2022TMID27807
ProjectName	Project–Skill/ JobRecommender
MaximumMarks	8 Marks

ProductBacklog,SprintSchedule,andEstimation(4Marks)

Usethebelowtemplate to createproductbacklogandsprintschedule

Sprint	Functional Requirement(Epic)	UserStory Number	UserStory/Task	StoryPoints	Priority	TeamMembers	
Sprint-1	Registration	USN-1	UICreation CreatingRegistrationpage,Loginpage	10	Medium	DHANALAKSHMI KEERTHI	
Sprint-1	DatabaseCon nectivity	USN-2	Viewing and applying jobsConnectingUlwith Database	10	High	DIKSHA ANCHAN A	
Sprint-2	SendGridIntegration	USN-3	SendGridIntegrationwithPythonCode	10	Low	DIKSHA ANCHANA	
Sprint-2	ChatbotDevelopment	USN-4	Buildingachatbot	10	High	DIKSHA DHANALAKSHMI ANCHANA KEERTHI	
Sprint-3	Integration andContainerisation	USN-5	IntegratingchatbottotheHTMLpage andcontainerizingtheapp.	20	Medium	DIKSHA DHANALAKSHMI ANCHANA KEERTHI	
Sprint-4	UploadImageanddeploym ent	USN-6	Uploadthe imagetotheIBMRegistryanddeployi tinthe KubernetesCluster.	20	High	DIKSHA ANCHANA	

ProjectTracker, Velocity&BurndownChart: (4Marks)

Sprint	Total StoryPoint s	Duration	SprintStart Date	SprintEndDate(Planned)	Story PointsCompleted (as onPlannedEndDate)	Sprint Release Date(Actual)
Sprint-1	20	6Days	24Oct2022	29Oct2022	20	29Oct2022
Sprint-2	20	6Days	31Oct2022	05Nov2022	18	06 Nov 2022
Sprint-3	20	6Days	07Nov2022	12Nov2022	20	11 Nov 2022
Sprint-4	20	6Days	14Nov2022	19Nov2022	19	19 Nov 2022

Velocity:

Imaginewehavea10-daysprint

duration, and the velocity of the team is 20 (points persprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

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

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, burndown charts can be applied to any project containing measurable progress over time.

