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

Date	15 NOVEMBER 2022
Team ID	PNT2022TMID16651
Project Name	Industry Specific Intelligent Fire Management System
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	Login	USN-1	As a customer, I might ensure login credential through gmail ease manner for the purpose of sending alert message to the owner.		High	ABRAAR J
Sprint-1	Registration	USN-2	As a user, I have to registered my details and tools details in a simple and easy manner in case of fire incident, this registered system sends notification to the industrialist.		High	ABESHEK M
Sprint-2	Dashboard	USN-3	As a user, In case of Fire in the industry I need the sprinkler to spray water on the existing fire automatically.	2	Low	DINESHKUMA R V
Sprint-1	Dashboard	USN-4	As a user, I need to safeguard my properties as well as and it will be better to send alert message to the fire department.		Medium	AARTHI E

Sprint-1	Dashboard	USN-5	As a user, Its good to have a IOT based system to extinguish the fire without human presence.	2	High	ABRAAR J

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

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint Date End (Planned)	Story Points Completed (as on Planned End Date)	Sprint Date Release (Actual)
Sprint-1	20	6 Days	18 Oct 2022	24 Oct 2022	20	24 Oct 2022
Sprint-2	20	6 Days	25 Oct 2022	31 Oct 2022	20	31 Oct 2022
Sprint-3	20	6 Days	01 Nov 2022	07 Nov 2022	20	07 Nov 2022
Sprint-4	20	6 Days	08 Nov 2022	14 Nov 2022	20	14 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)

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