

Project Planning Phase

Project Planning Template (Product Backlog, Sprint Planning, Stories, Storypoints)

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	Application/Software Launch	USN-1	As a user, I can launch the developed application/software	1	Medium	Praveen V Ramanan K Praveen G Justus Kevin T
Sprint-1	Accessing the User Interface (UI)	USN-2	As a user, I can interact with software and operate the application with the help of UI	1	Medium	Praveen V Ramanan K Praveen G Justus Kevin T
Sprint-2	Launching the webcam/camera	USN-3	As a user, I can open the webcam/camera from the application to perform gestures	1	Low	Praveen V Ramanan K Praveen G Justus Kevin T
Sprint-2	Upload images from local system for manipulation	USN-4	As a user, I can upload images to the application from local system for manipulation	2	Low	Praveen V Ramanan K Praveen G Justus Kevin T
Sprint-3	Manipulating images through gestures	USN-5	As a user, I can perform various gestures with respect to system specification to manipulate the images	2	Medium	Praveen V Ramanan K Praveen G Justus Kevin T
Sprint-4	Display the result/output	USN-6	As a user, I can see the sterile browsed/manipulated image on the screen with respect to the gesture performed	2	High	Praveen V Ramanan K Praveen G Justus Kevin T

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:

Here it is a 6-day sprint duration, and the velocity of the team is 20 (points per sprint). The team's average velocity (AV) per iteration unit (story points per day) is

$$AV = \text{sprint duration/velocity} = 20/6 = 3$$

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>