**Project Planning Phase**

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

| Date | 4 November 2022 |
| --- | --- |
| Team ID | PNT2022TMID04174 |
| 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 | Sensing | USN-3 | Sensing the surrounding environment using the sensors | 2 | High | Prasanth P |
| Sprint-1 | Extinguish | USN-4 | Turning on the exhaust fan as well as the fire sprinkler system in cause of fire | 2 | High | Akilan R |
| Sprint-2 | Sending Data to the ibm Not platform | USN-5 | Sending the data of the sensor form the microcontroller to the IBM Watson Dot platform | 1 | Medium | Pranavvinu H |
| Sprint-3 | Node-red | USN-6 | Sending the data from the ibm Watson to the node-red for further process the data | 3 | High | Revanth R |
|  | Storing of sensor data | USN-7 | Storing the received sensor data in a cloud Database | 1 | Low | Prasanth P |
| Sprint-4 | Monitoring the  environment | -USN 1 | User can monitor the situation of the  environment from a dashboard that displays sensor information about the environment | 1 | Medium | Akilan R |

| **Sprint** | **Functional**  **Requirement (Epic)** | **User Story**  **Number** | **User Story / Task** | **Story Points** | **Priority** | **Team**  **Members** |
| --- | --- | --- | --- | --- | --- | --- |
|  | Turn on/off the  exhaust and sprinkler system | -USN 2 | User can turn of the Exhaust fan as well as the sprinkler system if need in that situation | 2 | Medium | Pranavvinu H |
|  | Event Notification | -USN 8 | Sending an alert SMS to the fire authority in case of fire | 2 | High | Revanth R |

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**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 | 4 | 6 Days | 24 Oct 2022 | 29 Oct 2022 | 4 | 29 Oct 2022 |
| Sprint-2 | 1 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 1 | 05 Nov 2022 |
| Sprint-3 | 4 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 4 | 12 Nov 2022 |
| Sprint-4 | 5 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 5 | 19 Nov 2022 |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
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|  |  |  |  |  |  |  |

**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=6.8

