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

Date	07 November 2022
Team ID	PNT2022TMID13229
Project Name	News tracker application
Maximum Marks	8 Marks

## **Product Backlog, Sprint Schedule, and Estimation (4 Marks)**

Use the below template to create product backlog and sprint schedule

Sprint	rint Functional User User Story / Task Requirement Story (Epic) Number		Story Points	Priority	Team Members	
Sprint-1	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	10	High	Amani Ramzan
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	10	High	Amani Ramzan
Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password.		High	Madhubala. S
Sprint-2	Input Necessary Details	USN-4	As a user, I can search the news in the application	15	High	Jayashree. P
Sprint-2	Data Pre-processing	USN-5	The application searches for news related to the entered details.	15	High	Jayashree. P
Sprint-3	Searching of news	USN-6	As a user, I can search for the accurate news what I want 20 High		High	Madhubala. S
Sprint-3		USN-7	As a user, I can get accurate news in the application	5	Medium	Mareeswari. R

Sprint-4 Review USN-8 As a user, I can give fee application.	back of the 20 High Mareeswari. 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	20	6 Days	24 Oct 2022	10 Nov 2022	20	12 Nov 2022
Sprint-2	20	6 Days	31 Oct 2022	12 Nov 2022	20	13 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	15 Nov 2022	20	17 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	19 Nov 2022

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

## 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)