# PROJECT DEVELOPMENT PHASE DELIVERY OF SPRINT - 1 PROJECT PLANNING TEMPLATE (PRODUCT BACKLOG, SPRINT PLANNING, STORIES, STORY POINTS)

TEAM ID	PNT2022TMID33130			
TEAM MEMBER 1	V.LAYASHREE			
TEAM MEMBER 2	S.Y.NIVETHITHA			
TEAM MEMBER 3	M.ROSE MISHNA			
TEAM LEADER	M.MADHUMITHA			

# PRODUCT BACKLOG, SPRINT SCHEDULE, AND ESTIMATION

SPRINT	FUNCTIONAL REQUIREMENTS	USER STORY NUMBER	USER STORY / TASK	STORYPOINTS	PRIORITY	TEAM MEMBERS
SPRINT-1	Registration	USN-1	As a user, I can register for theapplication by entering my email, password, and confirming my password.	2	riigii	M.MADHUMITHA V.LAYASHREE S.Y.NIVETHITHA M.ROSE MISHNA
SPRINT-1	Signing up	USN-2	As a user,I will receive confirmation Email once I haveregistered for the application	1	rign	M.MADHUMITHA V.LAYASHREE S.Y.NIVETHITHA M.ROSE MISHNA
SPRINT-1	Login	USN-3	As a user,I can log into the application by entering Emailand password	1	rign	M.MADHUMITHA V.LAYASHREE S.Y.NIVETHITHA M.ROSE MISHNA

### PROJECT TRACKER, VELOCITY & BURNDOWN CHART

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	24.10.2022	29.10.2022	20	29.10.2022

## **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)

Average Velocity= StoryPoints per Day

Sprint Duration = Number of (Duration) days per Sprint

Velocity = Points per Sprint

$$AV = \frac{sprint\ duration}{velocity}$$

 $AV = 20/6 \sim 4$ 

Therefore, the AVERAGE VELOCITY IS 4 POINTS PER SPRINT

# **Burndown Chart:**

A burndown 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.

Sprint number	Day 0	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
Sprint-1	20	0	10	5	3	1	1

