

# CUSTOMER CARE REGISTRY

PROJECT PLANNING



## TEAM DETAILS:

Team ID : PNT2022TMID10731  
College : IFET College of Engineering  
Department : ECE

## MEMBERS:

- ✓ Aakash Raj A
- ✓ Akash A
- ✓ Dhinesh M
- ✓ Hariprasath C



# PROJECT PLANNING

**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	User Panel	USN-1	The user will login into the website and go through the services available on the webpage	20	High	AKASH A DHINESH M AAKASHRAJ A
Sprint-2	Admin panel	USN-2	The role of the admin is to check out the database about the availability and have a track of all the things that the users are going to service	20	High	HARIPRASATH C AAKASHRAJ A
Sprint-3	Chat Bot	USN-3	The user can directly talk to Chatbot regarding the services. Get the recommendations based on information provided by the user.	20	High	DHINESH M AAKASH RAJ A
Sprint-4	final delivery	USN-4	Container of applications using docker kubernetes and deployment the application. Create the documentation and final submit the application	20	High	AKASH A DHINESH M AAKASHRAJ A

## PROJECT PLANNING

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

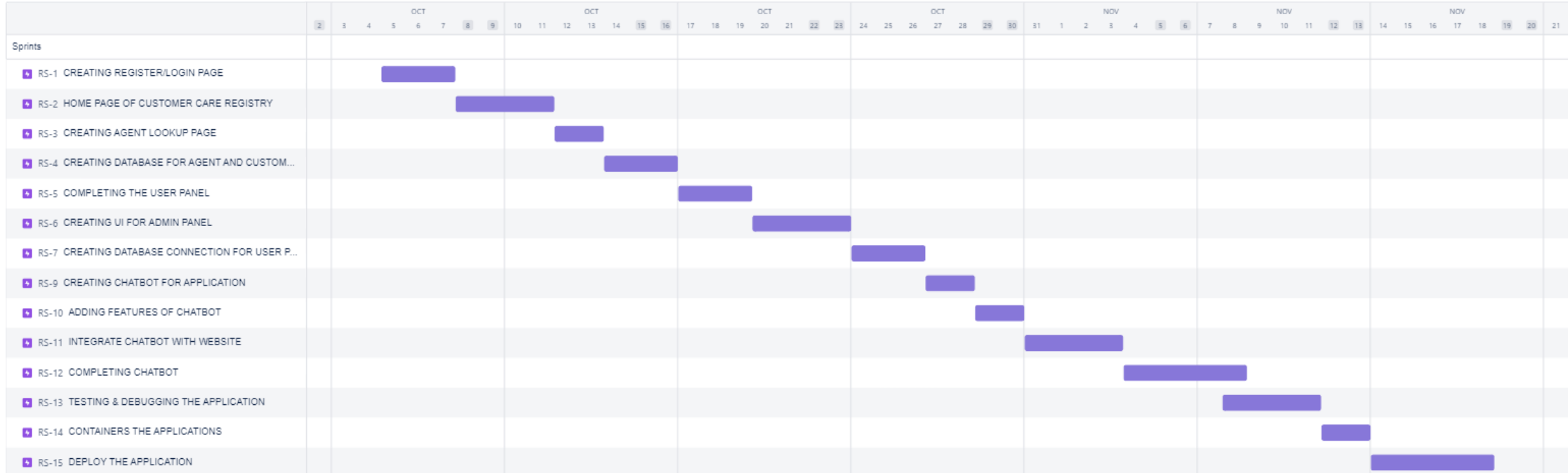
Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint-1	20	6 Days	24 Oct 2022	29 Oct 2022		31 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022		07 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022		14 Nov 2022
Sprint-4	20	6 Days	19 Nov 2022	19 Nov 2022		19 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)

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

## BURNDOWN CHART



*Thank you*

