**Project Planning Phase Sprint Delivery Plan**

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| --- | --- |
| Date | 3 November 2022 |
| Team ID | PNT2022TMID22350 |
| Project Name | Emerging methods for early detection of forest fire |
| Marks | 8 marks |

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

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional**  **Requirement**  **(Epic)** | **User**  **Story**  **Number** | **User Story / Task** | **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 | Dinesh kumar C |
| Sprint-1 |  | USN-2 | As a user, I can register for the application through gmail,linkedin | 10 | High | Sanjay kumar |
| Sprint-2 | Login | USN-2 | As a user,I can login by using valid user name and password. | 20 | High | Vasanth S |
| Sprint-3 | Dashboard | USN-3 | As a user,I can view the garbage storage level. | 20 | Medium | Raghu Rajagopal k |

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| --- | --- | --- | --- | --- | --- | --- |
| Sprint-4 | Blynk-App | USN-4 | Blynk Server is responsible for all the  communicatio ns between the smartphone and hardware. | 20 | High | Raghu Rajagopal k |

**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:**

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)

