Project Planning Phase

Date	**17 October 2022**
Team ID	**PNT2022TMID16334**
Project Name	**Project – Inventory Management System for Retailers**
Maximum 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
	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Nitin mano
		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Pawan kumar
Sprint 1	Login	USN-3	As a user, I can log into the application by entering email & password	1	High	surya

	Dashboard	USN-4	Logging in takes to the dashboard for the logged user.	2	High	Nadimpalli Sarun Subbaraju
	Bug fixes, routine checks and improvisation by everyone in the team *Intended bugs only					
Sprint 2	Workspace	USN-1	Workspace for inventory management system	2	High	Nitin mano
	Charts	USN-2	Creating various graphs and statistics of retailer's data	1	High	pawan kumar
	Connecting to IBM DB2	USN-3	Linking database with dashboard	2		surya
		USN-4	Making dashboard interactive with JS	2	High	Nadimpalli Sarun Subbaraju
Sprint-3		USN-1	Wrapping up the server side works of frontend	1	High	Nitin mano
	Watson Assistant	USN-2	Creating Chatbot for inventory management and for clarifying user's query	1	High	Pawan kumar

	SendGrid	USN-3	Using SendGrid to send mail to the user about their stocks	1	Low	Surya
		USN-4	Integrating both frontend and backend	2	High	Nadimpalli Sarun Subbaraju

	Bug fixes, routine checks and improvisation by everyone in the team *Intended bugs only					
Sprint-4	Docker	USN-1	Creating image of website using docker/	2	High	Nitin mano
	Cloud Registry	USN-2	Uploading docker image to IBM Cloud registry	2	High	Pawan kumar
	Kubernetes	USN-3	Create container using the docker image and hosting the site	2	High	surya
	Exposing	USN-4	Exposing IP/Ports for the site	2	High	Nadimpalli Sarun Subbaraju

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	24Oct 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- days 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)

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

	Initial Estimate	24-Oct	25-Oct	26-Oct	27-Oct	28-Oct	29-Oct
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
Sprint-2	20	2	10	4	1	1	2
Sprint-3	20	5	5	5	5	0	0
Sprint-4	20	3	3	3	3	3	5

Task planned	7	6	5	4	3	2	1
Task Actual	7	5.5	6	4	2	1.5	1

8

6 5 4 3 2 1

7

0

Day 0

Sun

Day 2 Tue

Day 1 Mon

BURNDO

Day 3 Day 4 Thu Day 5 Fri Day 6 Sat

Wed

Task Planned Task Actual