

Project Planning Phase

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

Team ID	PNT2022TMID02598
Project Name	Nutrition Assistant Application

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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	2
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	2
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	2
Sprint-2	Dashboard	USN-6	As a user, I can upload or capture the food image using camera	1	High	2
Sprint-2		USN-7	As a user, I can allow app to use my diet details to recommend nutrition diets	1	Low	2
Sprint-3	Administration	USN-8	As an administrator, I can manage and validate the customer's information	2	High	2
Sprint-3		USN-9	As an administrator, I can release updated versions of this application	2	Medium	4
Sprint-4	Customer Care	USN-10	As a customer care executive, I can solve the queries of users	1	Low	2

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	30 Oct 2022
Sprint-2	20	6 Days	01 Nov 2022	06 Nov 2022	20	07 Nov 2022
Sprint-3	20	6 Days	09 Nov 2022	14 Nov 2022	20	15 Nov 2022
Sprint-4	20	6 Days	17 Nov 2022	22 Nov 2022	20	23 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:

A burn down 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



