

## PROJECT PLANNING PHASE

### PROJECT PLANNING TEMPLATE (PRODUCT BACKLOG, SPRINT PLANNING, STORIES, STORY POINTS)

DATE	08 NOVEMBER 2022
TEAM ID	PNT2022TMID26326
PROJECT NAME	PLASMA DONOR APPLICATION
MAXIMUM MARKS	8 MARKS

### PRODUCT BACKLOG, SPRINT SCHEDULE, AND ESTIMATION (4 MARKS)

SPRINT	FUNCTIONAL REQUIREMENT	USER STORY NUMBER	USER STORY/TASK	STORY POINTS	PRIORITY	TEAM MEMBERS
SPRINT-1	REGISTRATION	USER -2	AS A USER, I CAN REGISTER FOR THE APPLICATION BY ENTERING MY EMAIL, AND PASSWORD, AND CONFIRMING MY PASSWORD.	15	HIGH	<ul style="list-style-type: none"> <li>• ARAVINDH R</li> <li>• ANANTHARAMAR A</li> <li>• DEEPAK M</li> <li>• HARSHINI S</li> <li>• AMRITA VARSHENI A</li> </ul>
SPRINT-2	CONFIRMATION	USER -5	AS A USER, I WILL RECEIVE A CONFIRMATION EMAIL ONCE I HAVE REGISTERED FOR THE APPLICATION	5	MEDIUM	<ul style="list-style-type: none"> <li>• ARAVINDH R</li> <li>• ANANTHARAMAR A</li> <li>• DEEPAK M</li> <li>• HARSHINI S</li> <li>• AMRITA VARSHENI A</li> </ul>
SPRINT-3	LOGIN	USER -1	AS A USER, I CAN LOG INTO THE APPLICATION BY ENTERING MY EMAIL & PASSWORD	10	HIGH	<ul style="list-style-type: none"> <li>• ARAVINDH R</li> <li>• ANANTHARAMAR A</li> <li>• DEEPAK M</li> <li>• HARSHINI S</li> <li>• AMRITA VARSHENI A</li> </ul>
SPRINT-4	DASHBOARD	USER -4	AS A USER, I CAN LOG INTO THE APPLICATION BY ENTERING MY EMAIL & PASSWORD	10	HIGH	<ul style="list-style-type: none"> <li>• ARAVINDH R</li> <li>• ANANTHARAMAR A</li> <li>• DEEPAK M</li> <li>• HARSHINI S</li> <li>• AMRITA VARSHENI A</li> </ul>
SPRINT-5	SORTING FUNTIONALITY	USER -6	AS A USER, I CAN SEARCH REQUEST AND A QUICK SNAP IS DISPLAYED IN THE DASHBOARD	10	MEDIUM	<ul style="list-style-type: none"> <li>• ARAVINDH R</li> <li>• ANANTHARAMAR A</li> <li>• DEEPAK M</li> <li>• HARSHINI S</li> <li>• AMRITA VARSHENI A</li> </ul>

### PROJECT TRACKER, VELOCITY & BURNDOWN CHART: (4 MARKS)

SPRINT	TOTAL STORY POINTS	DURATION	START DATE	END DATE	STORY POINTS	RELEASE DATE
SPRINT-1	20	6- DAYS	24 OCT 2022	29 OCT 2022	20	7 NOV 2022
SPRINT-2	20	6- DAYS	31 OCT 2022	05 NOV 2022	20	7 NOV 2022
SPRINT-3	20	6- DAYS	07 NOV 2022	12 NOV 2022	20	7 NOV 2022
SPRINT-4	20	6- DAYS	14 NOV 2022	19 NOV 2022	20	

**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)

$$\begin{aligned}\text{AVERAGE VELOCITY} &= 20 / 6 \\ \text{AV} &= 3.333\end{aligned}$$

**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.