Project Planning Phase

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

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| --- | --- |
| **Date** | **14 November 2022** |
| **Team ID** | **PNT2022TMID13265** |
| **Project Name** | **Emerging Methods for Early Detection of Forest Fires** |
| **Maximum Marks** | **8 Marks** |

# 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. | 20 | High | Habiba Banu S  Ellammal V  Aarthi  Rajashelshita |
| Sprint-1 |  | USN-2 | As a user, I will receive confirmation email  once I have registered for the application usage. | 20 | High | Habiba Banu S  Ellammal V  Aarthi  Rajashelshita |
| Sprint-2 | Input | USN-3 | Whenever the fire is detected, the  information is given to the database. | 20 | High | Habiba Banu S  Ellammal V  Aarthi  Rajashelshita |
| Sprint-2 |  | USN-4 | When it is the wildfire then the alarming  system is activated. | 20 | High | Habiba Banu S  Ellammal V  Aarthi  Rajashelshita |

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| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-3 | Output | USN-5 | And the alarm also sent to the corresponding  departments and made them know that the wildfire is erupted. | 20 | High | Habiba Banu S  Ellammal V  Aarthi  Rajashelshita |
| Sprint-4 | Action | USN-6 | Required actions will be taken in order to  controlled erupted wildfire by reaching as early as possible to the destination with the help of detecting systems. | 20 | High | Habiba Banu S  Ellammal V  Aarthi  Rajashelshita |

# 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)

