

## Project Planning Phase

<b>Date</b>	<b>19 October 2022</b>
<b>Team ID</b>	<b>PNT2022TMID16341</b>
<b>Project Name</b>	<b>Project – Inventory Management System for Retailers</b>
<b>Maximum Marks</b>	<b>8 Marks</b>

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

<b>Sprint</b>	<b>Functional Requirement (Epic)</b>	<b>User Story Number</b>	<b>User Story / Task</b>	<b>Story Points</b>	<b>Priority</b>	<b>Team Members</b>
<b>Sprint 1</b>	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	T N .Sangeetha
		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Pavitra.E
	Login	USN-3	As a user, I can log into the application by entering email & password	1	High	Tanusha.N

	Dashboard	USN-4	Logging in takes to the dashboard for the logged user.	2	High	Vandhanna.R
Bug fixes, routine checks and improvisation by everyone in the team *Intended bugs only						
<b>Sprint 2</b>	Workspace	USN-1	Workspace for inventory management system	2	High	T N.Sangeetha
	Charts	USN-2	Creating various graphs and statistics of retailer's data	1	Medium	Pavitra.E
	Connecting to IBM DB2	USN-3	Linking database with dashboard	2	High	Tanusha.N
		USN-4	Making dashboard interactive with JS	2	High	Vandhanna.R
<b>Sprint-3</b>		USN-1	Wrapping up the server side works of frontend	1	Medium	Tanusha.N
	Watson Assistant	USN-2	Creating Chatbot for inventory management and forclarifying user's query	1	Medium	Pavitra.E
	SendGrid	USN-3	Using SendGrid to send mail to the user about their stocks	1	Low	Vandhanna.R
		USN-4	Integrating both frontend and backend	2	High	T N.Sangeetha

Bug fixes, routine checks and improvisation by everyone in the team *Intended bugs only						
<b>Sprint-4</b>	Docker	USN-1	Creating image of website using docker/	2	High	T N.Sangeetha
	Cloud Registry	USN-2	Uploading docker image to IBM Cloud registry	2	High	Pavitra.E
	Kubernetes	USN-3	Create container using the docker image and hosting the site	2	High	Tanusha.N
	Exposing	USN-4	Exposing IP/Ports for the site	2	High	Vandhanna.R

**Project Tracker, Velocity & Burndown Chart: (4 Marks)**

<b>Sprint</b>	<b>Total Story Points</b>	<b>Duration</b>	<b>Sprint Start Date</b>	<b>Sprint End Date (Planned)</b>	<b>Story Points Completed (as on Planned End Date)</b>	<b>Sprint Release Date (Actual)</b>
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)

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

	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
<b>Sprint-1</b>	20	0	10	5	3	1	1
<b>Sprint-2</b>	20	2	10	4	1	1	2
<b>Sprint-3</b>	20	5	5	5	5	0	0
<b>Sprint-4</b>	20	3	3	3	3	3	5
<b>Task planned</b>	7	6	5	4	3	2	1
<b>Task Actual</b>	7	5.5	6	4	2	1.5	1

# BURNDOWN CHART

