

Project Planning Phase

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

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|---------------|---|
| Date | 18 October 2022 |
| Team ID | PNT2022TMID23045 |
| Project Name | Project – Virtual Eye - Life Guard for Swimming Pools to Detect Active Drowning |
| 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 | Installation | USN-1 | I can install this system and save myself also other swimmers from any accidents that may | 2 | High | ReshmiHarshitha B, Madhuchandha P |

| | | | | | | |
|----------|------|-------|---|---|------|----------------------------------|
| | | | occur in the pool. | | | |
| Sprint-1 | User | USN-2 | I can receive alerts from the system in case there are any potential drowners , amateur swimmers can be saved from critical situations. | 1 | High | Aafreen Benazir K , Nivisha R |

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|------------|--------------|-------|--|---|------|--|
| Sprint-2 | Rescuing | USN-3 | I can swim freely knowing that if I were to potentially drown, VirtualEye will alert the lifeguard to save me. | 2 | Low | Madhuchandha P |
| Sprint-3 | Notification | USN-6 | As a User, I can get the notification about Drowning | 2 | High | Nivisha R |
| Sprint - 4 | Save a Life | USN-7 | As a User, I can get help from the Lifeguard | 2 | High | Aafreen Benazir K , ReshmiHarshitha B |

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 Oct2022 | 29 Oct2022 | 20 | 29 Oct2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov2022 | 20 | 05 Nov2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov2022 | 12 Nov2022 | 20 | 12 Nov2022 |
| Sprint-4 | 20 | 6 Days | 14Nov 2022 | 19Nov 2022 | 20 | 19Nov 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.

