

Project Planning Phase Sprint Delivery Plan

Date	22 October 2022
Team ID	PNT2022TMID04665
Project Name	Smart Farmer-IOT Enabled Smart Farming Application
Maximum Marks	8 Marks

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

Sprint	Functional Requirement (Epic)	User Story Number	User Story /Task	Story Points	Priority	Team Members
Sprint-1	Simulation creation	USN-1	Connect Sensors and Arduino with python code	12	High	SANTHOSH S SANJEEV V E SANJAY M SANJEEV A
Sprint-2	Software	USN-2	Creating device in the IBM Watson IoT platform, workflow for IoT scenarios using Node-Red	12	High	SANTHOSH S SANJEEV V E SANJAY M SANJEEV A

Sprint-3	Registration (Mobile User MIT APP INVENTER)	USN-3	As a user, I can register for the application by entering my email and password	4	High	SANTHOSH S SANJEEV V E SANJAY M SANJEEV A
Sprint-3	Login	USN-4	As a user, I can log into the application by entering username & password.	4	High	SANTHOSH S SANJEEV V E SANJAY M SANJEEV A
Sprint - 3	Dashboard	USN –5	As a User can view the dashboard, and this dashboard includes temperature, Humidity and Soil moisture values	6	Medium	SANTHOSH S SANJEEV V E SANJAY M SANJEEV A
Sprint - 4	Logout	USN –7	Then check the temperature , humidityand soil moisture afterlogout or exit the application	6	Medium	SANTHOSH S SANJEEV V E SANJAY M SANJEEV A
Sprint - 4	Web UI	USN –8	As a user, I need to have a friendly user interface to easily view and access the resources	6	Medium	SANTHOSH S SANJEEV V E SANJAY M SANJEEV A

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	18	6 Days	24 Oct 2022	29 Oct 2022	12	04 NOV 2022
Sprint-2	12	6 Days	31 Oct 2022	05 Nov 2022	12	08 NOV 2022
Sprint-3	12	6 Days	07 Nov 2022	12 Nov 2022	14	12 NOV 2022
Sprint-4	10	6 Days	14 Nov 2022	19 Nov 2022	12	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)

$$\begin{aligned}\text{AV for sprint 1} &= \text{Sprint Duration} / \text{velocity} = 12/6 = 2 \\ \text{AV for sprint 2} &= \text{Sprint Duration} / \text{Velocity} = 12/6 = 2 \\ \text{AV for Sprint 3} &= \text{Sprint Duration} / \text{Velocity} = 14/6 = 2.3 \\ \text{AV for Sprint 4} &= \text{Sprint Duration} / \text{Velocity} = 12/6 = 2\end{aligned}$$

Burndown Chart:



