

## Project Planning Phase

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

|               |  |
|---------------|--|
| Date          | 18 October 2022                              |
| Team ID       | PNT2022TMID06765                             |
| Project Name  | Inventory Management System<br>for Retailers |
| 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 | Registration for customer     | USN-1             | As a user, I can register for the application by entering my email, and password, and confirming my password. | 3            | High     | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |
| Sprint-1 | Confirmation                  | USN-2             | As a user, I can receive my confirmation email once I have registered for the application                     | 3            | High     | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |
| Sprint-1 | Login                         | USN-3             | As a user, I can log in to the authorized account by entering the registered email and password               | 2            | High     | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |
| Sprint-1 | Dashboard                     | USN-4             | As a user, I can view my account details  | 3            | High     | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |

|          |  |       |  |   |      |  |
|----------|--|-------|--|---|------|--|
| Sprint-2 | Product add to cart & order confirmation | USN-5 | As a user, I can view the available products and purchase it | 1 | High | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |
|----------|--|-------|--|---|------|--|

| <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>  |
|---------------|--------------------------------------|--------------------------|---|---------------------|-----------------|--|
| Sprint-2      | Feedback system                      | USN-6                    | As a user, I can give the feedback  | 1                   | High            | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |
| Sprint-2      | Registration for retailer            | USN-7                    | As a user, I can register for the application by entering my email, and password, and confirming my password. | 1                   | High            | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |
| Sprint-2      |                                      | USN-8                    | As a user, I can log in through my E-mail   | 1                   | Medium          | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |
| Sprint-2      | Confirmation                         | USN-9                    | As a user, I can receive my confirmation email once I have registered for the application                     | 1                   | Medium          | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |
| Sprint-2      | Login                                | USN-10                   | As a user, I can log in to the authorized account by entering the registered email and password               | 2                   | High            | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |
| Sprint-3      | Dashboard                            | USN-11                   | As a user, I can view the products that are available currently.  | 6                   | High            | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |

|          |               |        |  |   |        |  |
|----------|---------------|--------|--|---|--------|--|
| Sprint-4 | Stocks update | USN-12 | As a user, I can add products which are not available in the inventory and restock the products. | 2 | Medium | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |
| Sprint-4 | Stock Alert   | USN-13 | Alerting the retailer when the stock is low on quantity by using SendGrid                        | 2 | High   | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |
| Sprint-4 | Dashboard     | USN-14 | As a user, I can change the UI & update features   | 3 | Medium | 1. GOWTHAM S<br>2. ANANDH J<br>3. GOKULAKRISHNAN G K<br>4. HARIHARAN K |

#### 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 | 11                 | 6 Days   | 24 Oct 2022       | 29 Oct 2022               | 11  | 29 Oct 2022                  |
| Sprint-2 | 7                  | 6 Days   | 31 Oct 2022       | 05 Nov 2022               | 7   | 05 Nov 2022                  |
| Sprint-3 | 6                  | 6 Days   | 07 Nov 2022       | 12 Nov 2022               | 6   | 12 Nov 2022                  |
| Sprint-4 | 7                  | 6 Days   | 14 Nov 2022       | 19 Nov 2022               | 7   | 19 Nov 2022                  |

#### Velocity:

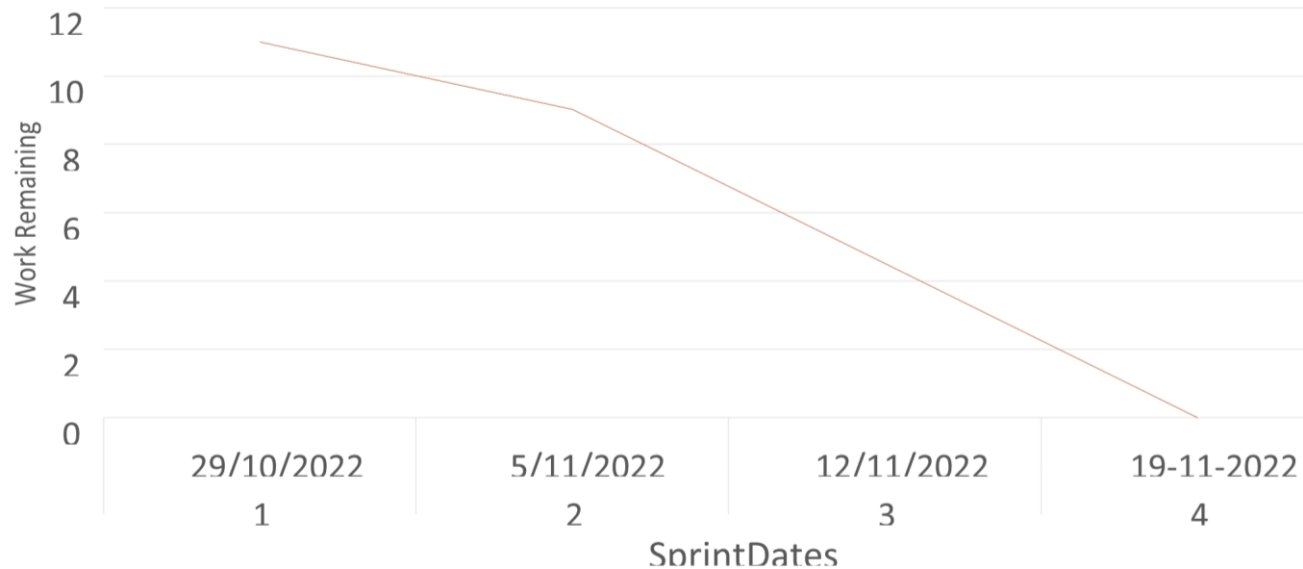
Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

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

Our velocity should be:

$$AV = \frac{(11+7+6+7)}{24} = \frac{31}{24} = 1.29$$

## BurndownChart



### 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.

<https://www.visual-paradigm.com/scrum/scrum-burndown-chart/>

<https://www.atlassian.com/agile/tutorials/burndown-charts>

**Reference:**

<https://www.atlassian.com/agile/project-management>

<https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software>

<https://www.atlassian.com/agile/tutorials/epics>

<https://www.atlassian.com/agile/tutorials/sprints>

<https://www.atlassian.com/agile/project-management/estimation>

<https://www.atlassian.com/agile/tutorials/burndown-charts>