

## 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 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 2. ANANDH J 3. GOKULAKRISHNAN G K 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 2. ANANDH J 3. GOKULAKRISHNAN G K 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 2. ANANDH J 3. GOKULAKRISHNAN G K 4. HARIHARAN K
Sprint-1	Dashboard	USN-4	As a user, I can view my account details	3	High	1. GOWTHAM S 2. ANANDH J 3. GOKULAKRISHNAN G K 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 2. ANANDH J 3. GOKULAKRISHNAN G K 4. HARIHARAN K

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2	Feedback system	USN-6	As a user, I can give the feedback	1	High	1. GOWTHAM S 2. ANANDH J 3. GOKULAKRISHNAN G K 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 2. ANANDH J 3. GOKULAKRISHNAN G K 4. HARIHARAN K
Sprint-2		USN-8	As a user, I can log in through my E-mail	1	Medium	1. GOWTHAM S 2. ANANDH J 3. GOKULAKRISHNAN G K 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 2. ANANDH J 3. GOKULAKRISHNAN G K 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 2. ANANDH J 3. GOKULAKRISHNAN G K 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 2. ANANDH J 3. GOKULAKRISHNAN G K 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 2. ANANDH J 3. GOKULAKRISHNAN G K 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 2. ANANDH J 3. GOKULAKRISHNAN G K 4. HARIHARAN K
Sprint-4	Admin Login	USN-14	As an admin, I can modify the users.	2	Medium	1. GOWTHAM S 2. ANANDH J 3. GOKULAKRISHNAN G K 4. HARIHARAN K

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-4	Dashboard	USN-14	As a user, I can change the UI & update features	1	Medium	1. GOWTHAM S 2. ANANDH J 3. GOKULAKRISHNAN G K 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

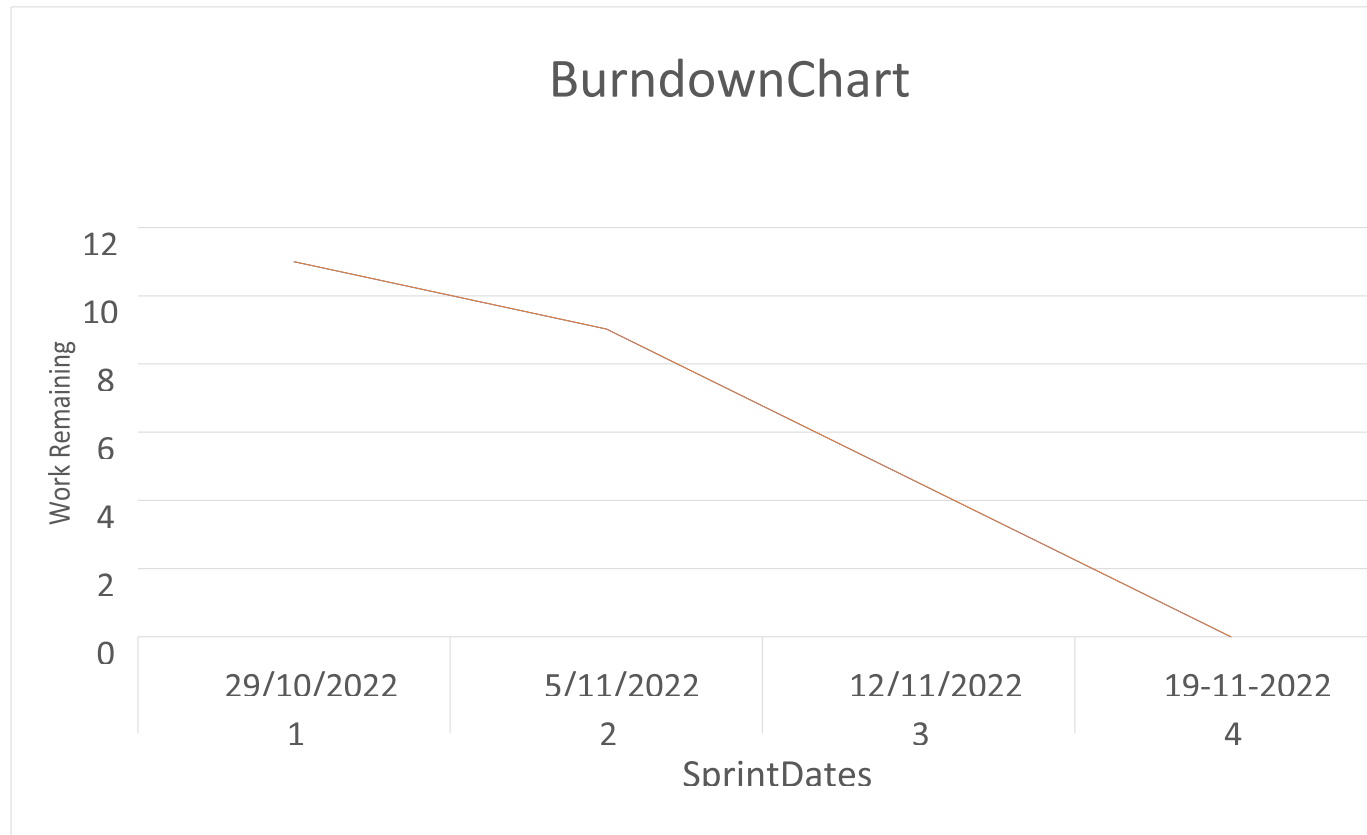
#### Velocity:

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:

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



### **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>