Project Planning Phase

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

Date	20 October 2022
Team ID	PNT2022TMID02676
Project Name	Inventory Management 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	USN-1	As a user, I can register for the application by entering my email and password and confirming my password.	1	High	Ambarish, Akash
Sprint-1	Login and Authentication	USN-2	As a user, I can log into the application by entering email & password	2	High	Jeba Regan Raj, Jayanth
Sprint-2	Dashboard	USN-3	As a user, I can log into my account and access the Dashboard	2	High	Jayanth
Sprint-3	Management	USN-4	As a user, I can add warehouses and add products to them	2	High	Jeba Regan Raj
Sprint-4	Notification	USN-5	As a user, I should get mail if certain products count goes below the threshold count specified by me	1	Medium	Akash, Ambarish

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 Oct 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

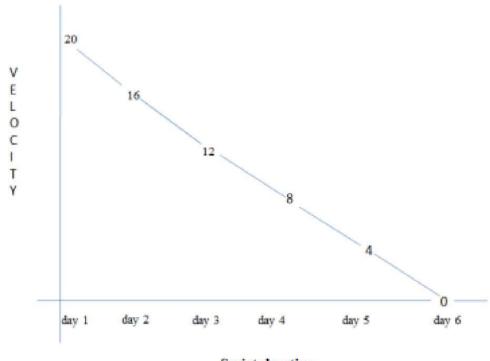
Velocity:

Imagine we have a 10-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)

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

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.



Sprint duration