## **Project Planning Phase**

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

Date	21 October 2022
Team ID	PNT2022TMID08852
Project Name	Project - University Admit Eligibility Predictor
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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Nandhitha.K Alagu Nandhitha.S Haripriya.S Swathiga.V
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Nandhitha.K Haripriya.S Alagu Nandhitha.S Swathiga.V
Sprint-2		USN-3	As a user, I can register for the application through Facebook	2	Low	Swathiga.V Nandhitha.K Haripriya.S Alagu Nandhitha.S
Sprint-1		USN-4	As a user, I can register for the application through Gmail	2	Medium	Haripriya.S Alagu Nandhitha.S Nandhitha.K Swathiga.V
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	Swathiga.V Alagu Nandhitha.S Nandhitha.K Haripriya.S
	Dashboard					

## 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		
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022		
Sprint-4	20	6 Days	14 Nov 2022	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 <u>software development</u> methodologies such as <u>Scrum</u>. However, burn down charts can be applied to any project containing measurable progress over time.