Project Planning Phase

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

| Date | 10 November 2022 |
|---------------|--|
| Team ID | PNT2022TMID35263 |
| Project Name | Project - Personal Expense Tracker 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 | Registration | USN-1 | As a user, I can register for the application by entering my email, password, and confirming my password. | 3 | High | |
| Sprint-1 | | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 3 | High | |
| Sprint-1 | Login | USN-3 | As a user, I can log into the application by entering email & password | 5 | High | |
| Sprint-1 | Dashboard & Logout USN-4 | | As a user, once I logged in I can access all the features of the web app and Logout once I completed all the work. | 5 | High | |
| Sprint-1 | | USN-5 | Once logged In, Keep me logged for few hours to avoid repeated login if the page is refreshed | 4 | Medium | |
| Sprint-2 | Expense | USN-6 | Add total income for the month and Allow for edit option | 6 | High | |
| Sprint-2 | | USN-7 | Split the total income based on usage like entertainment, food, shopping etc. | 2 | Low | |
| Sprint-2 | | USN-8 | Add the day to day expense. | 6 | High | |

| Sprint-2 | | USN-9 | Display the user added expense | 6 | High | |
|----------|----------------|--------|--|----|--------|--|
| Sprint-3 | print-3 USN-10 | | Filter the expense data based on criteria | 6 | Medium | |
| Sprint-3 | Charts | USN-11 | As a user I can display it in graphs | 4 | Low | |
| Sprint-3 | Alerts | USN-12 | As a user I create custom alert for the balance | 10 | High | |
| Sprint-4 | Deployment | USN-13 | As a user I should able to access it anywhere in the net | 20 | High | |

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)

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

| Sprint | Total story points | Duration | Average velocity |
|----------|--------------------|----------|------------------|
| Sprint 1 | 20 | 6 Days | 20 / 6 = 3.33 |
| Sprint 2 | 20 | 6 Days | 20 / 6 = 3.33 |
| Sprint 3 | 20 | 6 Days | 20 / 6 = 3.33 |
| Sprint 4 | 20 | 6 Days | 20 / 6 = 3.33 |
| Total | 80 | 24 Days | 80 / 24 = 3.33 |