Project Planning Phase

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

Date	27 October 2022
Team ID	PNT2022TMID41287
Project Name	Project – Smart Farmers-IOT Based Smart Farming
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	Creating And Connecting IBM cloud for Project and Python Code	USN-1	As a user, I want to know about the parameters of my field and control motors from anywhere	2	High	S. Mithun Srinivasan
Sprint-2	Creating Node-Red service and connect with IBM cloud and WebUI	USN-2	As a user, I want to View my parameters on WebUI	1	High	G. Ravin
Sprint-3	Preparing User interface on MIT app Invertor	USN-3	As a user, I want to know the parameters on Mobile app	2	Low	S. Ajith Kumar
Sprint-4	Connecting and Configuring the services and debug the errors	USN-4		2	Medium	M. Arun Kumar

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	30	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	40	11 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	50	16 Nov 2022

Velocity:

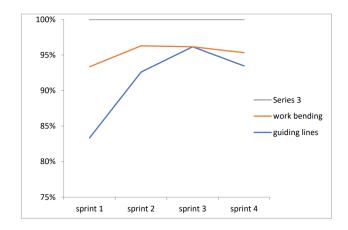
Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

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

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.

BURNDOWN



VELOCITY

