ProjectPlanningPhase
ProjectPlanningTemplate(ProductBacklog,SprintPlanning,Stories,Storypoints)

Date	18October2022
TeamID	PNT2022TMID22142
ProjectName	Smart farming -IOT EnabledSmart farming Application
MaximumMarks	8Marks

ProductBacklog,SprintSchedule,andEstimation(4Marks)

Usethebelowtemplatetocreateproductbacklogandsprintschedule

Sprint	FunctionalRequirement(Epic)	User StoryNumber	UserStory/Task	StoryPoints	Priority	TeamMembers
Sprint-1	Registration	USN-1	As a user, I can register for the application byenteringmyemail,password,andconfirmingmy password.	3	High	Naveen ghaja
Sprint-1	Authentication	USN-2	Asauser,Iwillreceiveconfirmationemailoncel haveregisteredfortheapplication	2	High	ganesh koushik
Sprint-1	Registration	USN-3	Asauser,Icanregisterfortheapplication throughFacebook	1	Low	Naveen
Sprint-1	Login	USN-4	Asauser,Icanregisterfortheapplication throughGmail	2	High	naveen koushik
Sprint-2	Dashboard	USN-5	Asauser,Icanlogintotheapplicationbyenterin gemail&password	3	High	Ganesh Ghaja
Sprint-2	Login	USN-6	Asauser,Iflforgetmypassword,Imust getanauto-generatedpasswordtoresetmypassword.	2	Medium	Koushik
Sprint-3	Help	USN-7	Asauser, ImustbeabletoreachouttotheSupportTeamtogetmyi ssuesresolved.	1	Low	Naveen
Sprint-3	Management	USN-8	Asauser,Icanaccessthesiteusingmobile/des ktop.	3	High	Koushik Ghaja

Sprint	FunctionalReq uirement (Epic)	User StoryNu mber	UserStory/Task	StoryPoints	Priority	TeamM embers
Sprint-4	System	USN-9	Asauser,Imusthaveaccesstoprevioususage history.	2	Medium	Ganesh
Sprint-4	System	USN-10	Asauser,Icanhaveaudiooutputaswellastext output.	3	High	Naveen koushik

ProjectTracker,Velocity&BurndownChart:(4Marks)

Sprint	TotalStory Points	Duration	SprintStartDate	Sprint End Date (Planned)	Story PointsCompleted(ason PlannedEndDate)	Sprint Release Date (Actual)
Sprint-1	20	6Days	24Oct2022	29Oct2022	20	29Oct2022
Sprint-2	20	6Days	31Oct2022	05Nov2022	20	05Nov2022
Sprint-3	20	6Days	07Nov2022	12Nov2022	20	12Nov2022
Sprint-4	20	6Days	14Nov2022	19Nov2022	20	19Nov2022

Velocity:

Imaginewehavea10-daysprintduration, andthevelocityoftheteamis20(pointspersprint). Let'scalculatetheteam'saveragevelocity (AV)periterationunit(storypointsperday)

$$AV = \frac{sprint\ duration}{velocity}$$

$$= \ 6\ /10$$

$$= \ 0.6$$

BurndownChart:

A burndown chart is a graphical representation of work left to do versus time. It is often used in agile software developmentmethodologiessuchasScrum.However,burndownchartscanbeappliedtoanyprojectcontainingmeasurableprogressovertime.

SPRINTBURNDOWNCHART: