

## Project Planning Phase

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

Date	23/10/2022
Team ID	PNT2022TMID18255
Project Name	Corporate Employee Attrition Analytics
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	Fetching data And connectivity	USN-1	1) Fetch data from external API. 2) IBM DB2 service creation and DB2 connectivity with cognos.	5	Medium	Akaash Kannan N K, Pushparaj M
Sprint-2	Create Your Web App	USN-2	1) Create Data module (Data cleaning/ Wrangling/ Preprocessing). 2) EDA- exploratory Data Analytics.	5	Low	Dhakshid Sabari M, Pushparaj M
Sprint-3	Dashboard	USN-3	1) Dashboard and Report.	5	High	Akaash Kannan N K, Arun Kumar S
Sprint-4	Predict And Visualize	USN-4	1) Story Creation and Embedding dashboard (report and story) to your web app.	5	High	Akaash Kannan N K, Arun Kumar S, Dhakshid Sabari M, Pushparaj M

### 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	5	6 Days	24/10/2022	29/10/2022	5	29/10/2022
Sprint-2	5	6 Days	31/10/ 2022	05/11/2022	5	05/11/2022
Sprint-3	5	6 Days	07/11/2022	12/11/2022	5	12/11/2022
Sprint-4	5	6 Days	14/11/2022	19/11/2022	5	19/11/2022

#### Velocity:

Imagine we have a 6-day sprint duration, and the velocity of the team is 5(points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

$$\text{Average Velocity (AV)} = \text{Sprint Duration} / \text{Velocity}$$

$$= 6/5$$

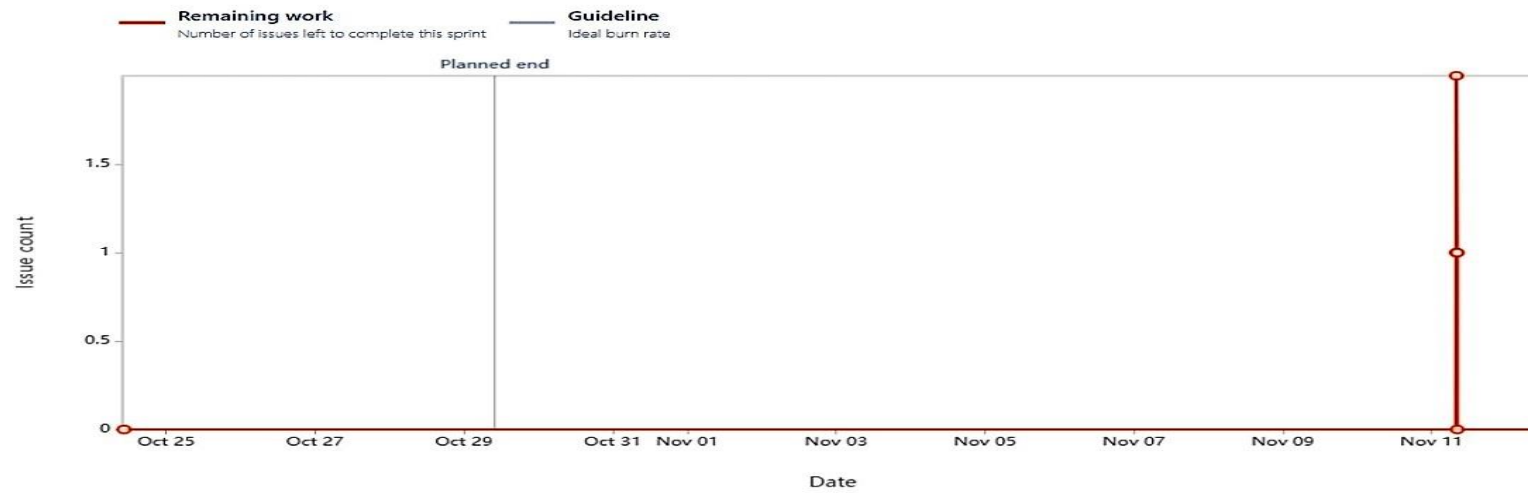
$$= 1.2$$

#### Burndown Chart:

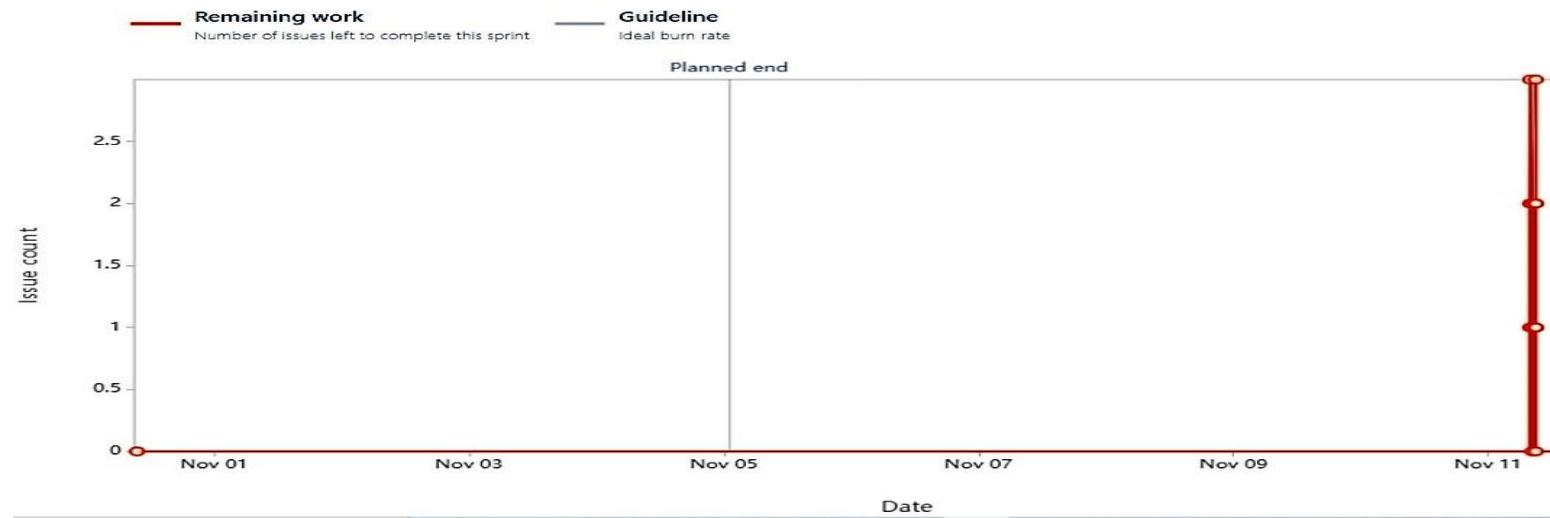
A burn down chart is a graphical representation of work left to do versus time. It is often used in agile software development methodologies such as Scrum.

However, burn down charts can be applied to any project containing measurable progress over time.

## SPRINT 1



## SPRINT 2



SPRINT 3



SPRINT 4

