Project Planning Phase

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

Date	18 November 2022
Team ID	PNT2022TMID28441
Project Name	News Tracker Application
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	User login and registration	USN-1	The user have to register and login into the website and go through the news available on the website	20	High	SATHISH KUMAR J VIKKRAMAN S VASANTH RAJA RK RAMESH P
Sprint-2	Generating news	USN-2	The system will use many API available to get the news using the technique web scrapping and to connect the a API to the flask	20	High	SATHISH KUMAR J VIKKRAMAN S VASANTH RAJA RK RAMESH P
Sprint-3	Chat Bot and Testing	USN-3	The user can directly talk to Chat bot regardingthe news. Get the recommendations based on information provided by the user and testing will take place after this.	20	High	SATHISH KUMAR J VIKKRAMAN S VASANTH RAJA RK RAMESH P
Sprint-4	Final delivery	USN-4	Container of applications using docker kubernetes and deployment the application. Create the documentation and final submit the application	20	High	SATHISH KUMAR J VIKKRAMAN S VASANTH RAJA RK RAMESH P

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		18 November 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)

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

