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

Date	27 October 2022
Team ID	PNT2022TMID28385
Project Name	University Admit Eligibility Predictor
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	User	User Story / Task	Story	Priority	Team Members
	Requireme	Story		Points		
	nt (Epic)	Number				
Sprint-1	Registration	USN-1	As a user, you can register in the application by entering your email address, password, and confirming the password	2	High	Harshita Sharma
Sprint-1		USN-2	As a user, you will receive a confirmation email after registering in the application	1	High	Harinie A
Sprint-2		USN-3	As a user, you can register in the application via Facebook	2	Low	Agnes Preethi J
Sprint-1		USN-4	As a user, you can register in the application via Gmail	2	Medium	Harshita Sharma
Sprint-1	Login	USN-5	As a user, you can login to the application by entering your email and password	1	High	Harinie A

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	5 Days	29 Oct 2022	04 Nov 2022	20	03 Nov 2022
Sprint-2	20	4 Days	04 Oct 2022	08 Nov 2022	20	07 Nov 2022
Sprint-3	20	4 Days	08 Nov 2022	11 Nov 2022	20	10 Nov 2022
Sprint-4	20	4 Days	11 Nov 2022	14 Nov 2022	20	13 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 <u>software development</u> methodologies such as <u>Scrum</u>. However, burn down charts can be applied to any project containing measurable progress over time.