**Project** **Planning** **Phase**

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

|  |  |
| --- | --- |
| Date | 31 October 2022 |
| Team ID | **PNT2022TMID45483** |
| Project Name | Project - Signs with smart connectivity for better road safety |
| Maximum Marks | 8 Marks |

**Product** **Backlog,** **Sprint** **Schedule,** **and** **Estimation** **(4** **Marks)**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional** **Requirement** | **User** **Story**  **Number** | **User** **Story** **/** **Task** | **Story** **Points** | **Priority** | **Team** **Members** |
| Sprint- 1 | Resources  Initialization | USN-1 | Create and initialize accounts in various public  APIs like OpenWeather API. | 1 | Low | **M.MUTHUSELVI**  **R.DHARANISHA**  **G.RESHMA**  **P.SRIMATHI** |
| Sprint- 1 | Local  Server/Software  Run | USN-2 | Write a Python program that outputs results given the inputs like weather and location. | 1 | Medium | **M.MUTHUSELVI**  **R.DHARANISHA**  **G.RESHMA**  **P.SRIMATHI** |
| Sprint-2 | Push the  server/software to  cloud | USN-3 | Push the code from Sprint 1 to cloud so it can be accessed from anywhere | 2 | Medium | **M.MUTHUSELVI**  **R.DHARANISHA**  **G.RESHMA**  **P.SRIMATHI** |
| Sprint-3 | Hardware  initialization | USN-4 | Integrate the hardware to be able to access the cloud functions and provide inputs to the same. | 2 | High | **M.MUTHUSELVI**  **R.DHARANISHA**  **G.RESHMA**  **P.SRIMATHI** |
| Sprint-4 | UI/UX Optimization | USN-5 | Optimize all the shortcomings and provide | 2 | Medium | **M.** **MUTHUSELVI** |

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| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional** **Requirement** | **User** **Story**  **Number** | **User** **Story** **/** **Task** | **Story**  **Points** | **Priority** | **Team** **Members** |
|  | & Debugging |  | better user experience. |  |  | **R.DHARANISHA**  **G.RESHMA**  **P.SRIMATHI** |

**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 | 20 | 31 Oct 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 20 | 07 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 20 | 14 Nov 2022 |

**Velocity** **:**

The average velocity(AV) per iteration unit (story points per day) can be defined as sprint duration by velocity (points per sprint)

( AV = Sprint duration / Velocity )

Given :

Sprint duration = 6days Velocity = 20

AV = 6 / 20 = 0.3

**AV** **=** **0.3**

**Burndown** **Chart** **:**

