

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

Date	31 October 2022
Team ID	PNT2022TMID39505
Project Name	VirtualEye - Life Guard for Swimming Pools to Detect Active Drowning
Maximum Marks	4 Marks

**Sprint Delivery Plan**

**Project Tracker, Velocity & Burndown Chart: (4 Marks)**

<b>Sprint</b>	<b>Total Story Points</b>	<b>Duration</b>	<b>Sprint Start Date</b>	<b>Sprint End Date (Planned)</b>	<b>Story Points Completed (as on Planned End Date)</b>	<b>Sprint Release Date (Actual)</b>
Sprint-1	8	2Days	31 Oct 2022	2 Nov 2022	2	04 Nov 2022
Sprint-2	14	2 Days	02 Nov 2022	04 Nov 2022	1	05 Nov 2022
Sprint-3	16	2 Days	07 Nov 2022	09 Nov 2022	3	12 Nov 2022
Sprint-4	12	2 Days	13 Nov 2022	15 Nov 2022	2	17 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)

For Sprint-1 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 8 / 2 = 4V$

For Sprint-2 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 14 / 2 = 7V$

For Sprint-3 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 16 / 2 = 8V$

For Sprint-4 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 12 / 2 = 6V$

TOTAL TEAM AVERAGE VELOCITY = 6.25