

Project Development Phase
Delivery of Sprint - 2
Project Planning Template (Product Backlog, Sprint Planning, Stories, Story points)

Team ID : PNT2022TMID28040

Team leader : A k s h a r a

Team member :S. Beautlin

Team member : Aiswarya

Team member : Aswini

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

Use the below template to create product backlog and sprint schedule

| Sprint | Functional Requirements (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|---------------|---------------------------------------|--------------------------|----------------------------------|---------------------|-----------------|---|
| Sprint-2 | User Details | USN-4 | As a user,I can fill the details | 2 | High | S.Beautlin Akshara Aswini Aiswarya |

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-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 20 | 05 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)

Average Velocity = Story Points per Day

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

Sprint Duration = Number of (Duration) days per Sprint
Velocity = Points per Sprint

$$AV = \frac{20}{6} \approx 4$$

Therefore, the **AVERAGE VELOCITY IS 4 POINTS PER SPRINT**

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.

[illegible]

BurntDown Chart

