Project Planning Phase

Sprint Delivery Plan

Team ID	PNT2022TMID14045
Project Name	Personal Expense Tracker Application

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
S-1	Login / signup	USN-1	The login page allows a user to gain access to an application by entering their username and password	20	High	Rajeshkumar S Ramachandramoorthy K B Ramya S Umapathi K
S-2	DashBoard / Profile	USN-2	The administrator's The user can use the dashboard as the visual display for the all kind of their data visualization	20	High	Rajeshkumar S Ramachandramoorthy K B Ramya S Umapathi K
S-3	Analysis page	USN-3	The user can able to view the expense and income in the graphical representation	20	High	Rajeshkumar S Ramachandramoorthy K B Ramya S Umapathi K
S-4	Backend Works	USN-4	All the back end connectivities like send grid,chatBot,etc,….	20	High	Rajeshkumar S Ramachandramoorthy K B Ramya S

						Umapathi K

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 date)	Sprint Release Date(actual)
S-1	20	6 Days	24 Oct 2022	29 Oct 2022		29 Oct 2022
S-2	20	6 Days	31 Oct 2022	05 Nov 2022		05 Nov 2022
S-3	20	6 Days	07 Nov 2022	12 Nov 2022		12 Nov 2022
S-4	20	6 Days	14 Nov 2022	19 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)

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