

## Project Planning Phase

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

|               |  |
|---------------|--|
| Date          | 18 October 2022  |
| Team ID       | PNT2022TMID48433   |
| Project Name  | Hazardous Area Monitoring for Industrial Plant<br>Powered by IoT |
| 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 Requirement (Epic) | User Story Number | User Story / Task  | Story Points | Priority | Team Members   |
|----------|-------------------------------|-------------------|--|--------------|----------|--|
| Sprint-1 | Installation of Beacons       | USN-1             | First the Admin will be installing smart beacons at necessary places.  | 15           | High     | J. Jeyasuriya<br>N.Praveenkumar<br>A. Abinesh<br>A. vijayan  |
| Sprint-1 | Providing Wearables           | USN-1             | The Admin will be providing everyone at the Industry a wearable device.                                      | 5            | Medium   | J. Jeyasuriya<br>N. Praveenkumar<br>A. Abinesh<br>A. vijayan |
| Sprint-2 | Cloud Setup                   | USN-2             | The smart Beacons will connect with the cloud services. Where we can get the realtime data from the wearable | 20           | High     | J. Jeyasuriya<br>N. praveenkumar<br>A. Abinesh<br>A. vijayan |
| Sprint-3 | Online Monitoring via Web     | USN-3             | Websites will be created and connected with the cloud services.  | 20           | High     | J.Jeyasuriya<br>N. praveenkumar<br>A. Abinesh<br>A. vijayan  |
| Sprint-4 | Monitoring via Mobile         | USN-4             | Mobile Application will be created and fast sms will be used to alert abnormality to the user.               | 20           | High     | J. Jeyasuriya<br>N. praveenkumar<br>A. Abinesh<br>A. Vijayan |

**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      | 20                        | 6 Days          | 24 Oct 2022              | 29 Oct 2022                      |  | 29 Oct 2022                         |
| Sprint-2      | 20                        | 6 Days          | 31 Oct 2022              | 05 Nov 2022                      |  | 05 Nov 2022                         |
| Sprint-3      | 20                        | 6 Days          | 07 Nov 2022              | 12 Nov 2022                      |  | 12 Nov 2022                         |
| Sprint-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)

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