SMART FARMER -IOT ENABLED SMART FARMING APPLICATION

Project Planning Phase SPRINT DELIVERY PLAN

DOMAIN	Internet of Things			
TEAM ID	PNT2022TMID13469			
PROJECT TITLE	Project – Smart Farmer - IOT enabled			
	Smart Farming Application			
TEAM LEADER	DHANASEKAR N.S			
TEAM MEMBER	ARUN R			
	BALAJI R			
	GOKUL R			
Maximum Marks	8 Marks			

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

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint - 1	Creating Hardware Simulation	USN - 1	Connect Sensors and Wi - Fi modules by using Python code	2	High	Dhanasekar Arun.R Balaji.R Gokul.R

Sprint - 2	Using Software	USN - 2	Creating device in the IBM Watson IOT platform, to making workflow of IOT scenarios using Node - RED service	2	High	Dhanasekar Arun.R Balaji.R Gokul.R
Sprint - 3	MIT App Inventor	USN - 3	Develop a mobile application for the Smart Farmer project using MIT App Inventor	2	High	Dhanasekar Arun.R Balaji.R Gokul.R
Sprint - 4	Web UI	USN - 4	To make the user to interact with software	2	High	Dhanasekar Arun.R Balaji.R Gokul.R

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	05 Nov 2022
Sprint - 3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint - 4	20	6 Days	14 Nov 2022	19 Nov 2022	20	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).

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.