PROECT PLANNING PHASE

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

|  |  |
| --- | --- |
| Team ID | IBM-Project-29170-1660121813 |
| Project Name | Emerging Methods Of Early Detection of Forest |
| Fires |

Product Backlog, Sprint Schedule, and Estimation.

Use the below template to create product backlog and sprint schedule

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Sprint | Functional | User Story | User Story/ Task | Story | Priority |
| Requirement | Number | Points |
| (Epic) |  |  |
| Sprint- | Registration | USN-1 | As a user, I can register | 20 | High |
| 1 | for the application by |
|  | entering my email, |
|  | password, and confirming |
|  | my password. |
| Sprint- |  | USN-2 | As a user, I will receive | 20 | High |
| 1 | confirmation email once I |
|  | have registered for the |
|  | application usage. |
| Sprint- | Input | USN-3 | Whenever the fire is | 20 | High |
| 2 | detected, the information |
|  | is given to the database. |
| Sprint- |  | USN-4 | When it is the wildfire | 20 | High |
| 2 | then the alarming system |
|  | is activated. |
| Sprint- 3 | Output | USN-5 | And he alarm also sent to the corresponding departments and made them know that the wildfire  is erupted. | 20 | High |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Sprint | Functional | User | User Story/Task | Story | Priority |
| Requirements | Story | Points |
| (Epic) | Number |  |
| Sprint- | Action | USN-6 | Required actions will be taken in | 20 | High |
| 4 | order to controlled erupted wildfire |
|  | by reaching as early as possible to |
|  | the destination with the help of |
|  | detecting systems. |

PROJECT TRACKER, VELOCITY & BURNDOWN CHART:

|  |  |  |  |
| --- | --- | --- | --- |
| Sprint | Total | Duration | Story Points |
| Story Points | Completed (as on |
|  | planned End |
|  | Date) |
| Sprint-1 | 20 | 6 Days | 20 |
| Sprint-2 | 20 | 6 Days | 20 |
| Sprint-3 | 20 | 6 Days | 20 |
| Sprint-4 | 20 | 6 Days | 20 |

# VELOCITY:

Image 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 = sprint duration / velocity20 / 10=2