

**Project Planning Phase**  
**Project Planning (Product Backlog, Sprint Planning, Stories, Story points)**

|               |  |
|---------------|--|
| Date          | 14 NOVEMBER 2022   |
| Team ID       | PNT2022TMID01045   |
| Project Name  | Project – Real-Time Communication System Powered by AI for Specially Abled |
| 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-3 | User Input                    | USN-1             | As a user, I can input my sign-language to the system for processing.   | 10           | Low      | Narayanan, Kirubhakaran    |
| Sprint-1 | User Input                    | USN-2             | As a user, I can input sign-language images to the system for processing.   | 10           | High     | Jayakanthan, Melvin josh   |
| Sprint-2 | User Input                    | USN-3             | As a user, I can make sure the input is captured correctly by the system.   | 5            | Medium   | Narayanan, Jayakanthan     |
| Sprint-2 | Processing                    | USN-4             | As a user, I can ensure that the sign-language input is correctly getting translated into normal message and voice. | 10           | Medium   | Kirubhakara n, Melvin josh |
| Sprint-1 | Processing                    | USN-5             | As a user, I can get acknowledgement from the system about the processing of the input.                             | 5            | High     | Kirubhakaran, Jayakanthan  |
| Sprint-3 | Processing                    | USN-6             | As a user, I will get feedback about the processing of the system.  | 10           | Low      | Narayanan, Jayakanthan     |
| Sprint-1 | System Output                 | USN-7             | As a user, I can acknowledge the output of the system by ensuring messages are displayed.                           | 5            | High     | Narayanan, Kirubhakaran    |
| Sprint-2 | System Output                 | USN-8             | As a user, I can get feedback about the system from its output.   | 5            | Medium   | Jayakanthan, Melvin josh   |

### **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:**

The team's average velocity (AV) per iteration unit (story points per day):

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

## 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.

