

Project Planning Phase

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

Team ID	PNT2022TMID33768
Project Name	Project - Skill / Job Recommender Application
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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	5	High	Chandru Rishikumar Suji Giriharan Kesava Raman
Sprint-3		USN-2	As a user register instantly using Gmail	4	Low	Chandru Suji Giriharan
Sprint-1	Login	USN-3	As a user, I can log in to the application by entering my email & password	5	High	Rishikumar Suji Kesava Raman
Sprint-1	Dashboard	USN-4	As a user I can access the dashboard there able to see jobs and filter the jobs using keywords.	6	High	Chandru Rishikumar Suji Giriharan Kesava Raman
Sprint-3		USN-5	A dashboard which shows applied for jobs	6	Medium	Chandru Suji Giriharan
Sprint-2		USN-6	As a user I can see my profile	4	Medium	Chandru Rishikumar Kesava Raman
Sprint-2		USN-7	As a user I can update my profile	4	Medium	Chandru Rishikumar Kesava Raman
Sprint-1	Apply	USN-8	As a user view and apply for the job successfully	4	Medium	Chandru Rishikumar Suji Giriharan Kesava Ramam
Sprint-3		USN-9	track the status of the jobs through a dashboard or email services	4	Medium	Chandru Rishikumar Suji Kesava Raman
Sprint-3	Email	USN-10	As a user get an email about new jobs	6	High	Chandru Rishikumar Suji Giriharan Kesava Raman

Sprint-2		USN-11	A user noticed after successfully applied job	6	Medium	Chandru Suji Giriharan
Sprint-2	Bot	USN-12	A bot is embedded in the webpage it' help to users instant matched skill jobs active	6	High	Chandru Rishikumar Suji Giriharan Kesava Raman
sprint-4	deploy	USN-13	Creating Docker image	5	Medium	Chandru Rishikumar Suji Giriharan Kesava Raman
Sprint-4		USN-14	Making Ui more interactive	5	Low	Chandru Rishikumar Suji Giriharan Kesava Raman
sprint-4		USN-15	upload image to IBM container Registry	5	Medium	Chandru Rishikumar Suji Giriharan Kesava Raman
sprint-4		USN-16	Deploy on Kubernetes	5	Medium	Chandru Rishikumar Suji Giriharan Kesava Raman

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

Velocity:

Imagine we have a 6-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)

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