

## Project Planning Phase

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

Date	31 October 2022
Team ID	PNT2022TMID21192
Project Name	Project- Real Time Communication System Powered By AI For Specially Abled
Maximum Marks	8 Marks

#### Product Backlog, Sprint Schedule, and Estimation :

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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Satheeshkumar
Sprint-2		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Anbarasan
Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password	1	Medium	Karthikeyan
Sprint-2	Dashboard	USN-4	As a user, I can log into my account in a given Dashboard	2	High	PalaniKumar
Sprint-1	User interface	USN-5	Professional responsible for user requirements & needs	2	High	Anbarasan

Sprint-3	Objective	USN-6	The goal is to describe all the inputs and outputs	1	High	Karthikeyan
Sprint-4	Privacy	USN-7	The developed application should be secure for the users	1	High	PalaniKumar

#### Project Tracker, Velocity & Burndown Chart:

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

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

#### 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.

