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

Date	8 November 2022
Team ID	PNT2022TMID45386
Project Name	Project - lot based safety gadget for child monitoring and notification
Maximum Marks	8 Marks

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

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	Bhavia , Abarna
Sprint- 1	Email	USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Devi anju,Sivakarthika
Sprint- 2	Authentication	USN-3	As a user, I can register for the application through Facebook	2	Low	Abarna, Devi anju
Sprint- 1	Login	USN-4	As a user, I can login for the application through Gmail	2	Medium	Sivakarthika ,Bhavia
Sprint- 1	Dashboard	USN-5	As a user, I can log into the application by entering email & password	1	High	Devi anju, Bhavia

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Tasl
Sprint-1	Notification	USN-1	As a user, I should be able to notify my parent and
Sprint-1	Data storage	USN-2	As a user, I need to continuously store my location
Sprint-2	communication	USN-3	As a user, to communicate with my parents

Sprin t	Functional Requirement (Epic)	User Story Numb er	User Story / Task	Story Point s	Priorit y	Team Members
Sprint -3	IoT Device – Watson communicati on	USN- 1,4	The data from IoT device should reach IBM Cloud	5	Mediu m	Bhavia,Abar na
Sprint -3	Node RED- Cloudant DB communicati on	USN- 5,2	The data stored in IBM Cloud should be properl y integrat ed with Cloudan t DB	6	High	Sivakarthika, Devianju
Sprint -4	User – WebUI interface	USN- 1,4	The Web UI should get inputs from the user	7	High	Devi anju,Abarna
Sprint -4	Geofencing	USN- 2,3,5	The geofencing of the child should be done based on the geographic	6	High	Bhavia, Sivakarthika

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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-	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-	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)

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

Burndown Chart:

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile <u>software development</u> methodologies such as <u>Scrum</u>. However, burn down charts can be applied to any project containing measurable progress over time.

Burndown Chart:



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1	Ti	Time Tasks		
2	Day	Dates	Planned	Actual
3	Mon	Oct-22	6	6
4	Tue	Oct-22	5	4
5	Wed	Oct-22	4	5
6	Thurs	Oct-22	3	2
7	Friday	Oct-22	2	2
8	Saturday	Oct-22	1	1
9				
10				
11				