

Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID39302
Project Name	Project – NEWS TRACKER APPLICATION
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	User Panel	USN-1	As a user, I can register for application using either my phone number or email address & then login to the application. If the user have an account they can login to application & choose the language in which they will be likely to read the news & check the news as per his/her choice.	20	High	LOGESHWARAN C VARSHINI B
Sprint-2	Admin Panel	USN-2	As an admin, I'm able to oversee all application activity & can accept, alter, or reject user uploaded content & I can also restrict the users too.	20	High	PRABAKARAN R MAHENDIRAN T
Sprint-3	News Feed Panel	USN-3	All the news by the admin is updated into this panel, this news as many sections & each section is specific to a particular domain. Admin can update the news into this panel & thus readers can read the from the feed	20	High	LOGESHWARAN C PRABAKARAN R MAHENDIRAN T

Sprint-4	Final Delivery	USN-4	All the data's are stored in the IBM data base & deployment & submit the application.	20	High	LOGESHWARAN C VARSHINI B MAHENDIRAN T
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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		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:

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)

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

Burndown Chart:

