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

Date	28October 2022
Team ID	PNT2022TMID49273
Project Name	Emerging Methods For Early Detection of Forest Fires.
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.	2	High	NISHANTH D
Sprint-1	User Confirmation	USN-2	As a User, I will receive confirmation email once I have registered for the application.	1	Medium	NAVEEN KUMAR S
Sprint-1	Login	USN-3	As a User, I can log into the application by entering email & password.	2	High	NITHYA D

| Sprint-2 | Interface Sensor | USN-1 | A sensor interface is a bridge between a device and any attached sensor. The interface takes data collected by the sensor and outputs it to the attached device. | 2 | High | VASANTHAKUMAR V |

Sprint-3	Coding (Accessing datasets)	USN-1	Coding is a set of instructions used to manipulate information so that a certain input results in a particular output.	2	High	NISHANTH D NITHYA D
Sprint-4	Web Application	USN-1	As a user, I will show the current Information of the Forest.	1	Medium	NAVEEN KUMAR S VASANTHAKUMAR V

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	4 Days	24 Oct 2022	27 Oct 2022	20	29 Oct 2022
Sprint-2	20	5 Days	28 Oct 2022	01 Nov 2022	20	04 Nov 2022
Sprint-3	20	8 Days	02 Nov 2022	09 Nov 2022	20	11 Nov 2022
Sprint-4	20	9 Days	10 Nov 2022	18 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 software development methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.
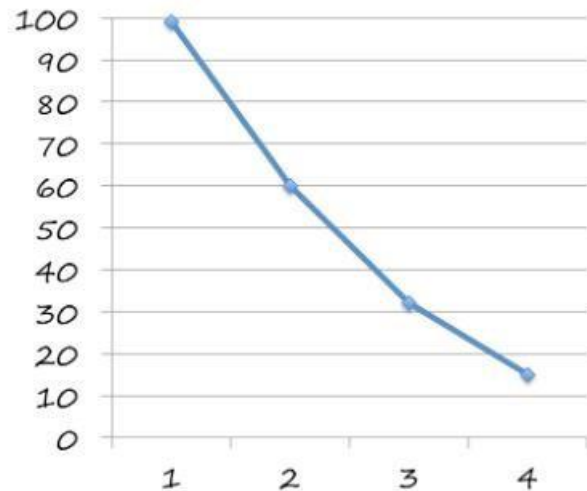
In our project, there are 4 sprint activities. This chart is drawn by taking x->sprint and y->pending hours