

Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID11620
Project Name	Project – Car Resale Value Prediction
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	Home page	USN-1	As a user, I can view my home page of the application.	2	Low	Venkatesh, Trinity
Sprint-2	Car resale value display	USN-2	As a user, I will be able to enter the data in the application	1	Medium	Sharukesh, Sutharsan
Sprint-3	Data entry	USN-3	As a user, there will be fields in which I need to give my data	2	High	Vinod, Trinity
Sprint-4	Resale Value Prediction	USN-4	As a user, I will expect my predicted value to be displayed and cloud deployment	2	High	Venkatesh, Vinod

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	08 Nov 2022

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-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		18 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)

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

Sprint 1: 1 user story x 20 story points = 20

Sprint 2: 1 user story x 20 story points = 20

Sprint 3: 1 user story x 20 story points = 20

Sprint 4: 1 user story x 20 story points = 20

Total = 80

Average sprint velocity is 80/4 = 20

Burndown Chart:

