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

Date	22 October 2022
Team ID	PNT2022TMID45339
Project Name	Corporate Employee Attrition Analysis
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	Data Preparation & Data Visualization	USN-1	As a user, I give the details of the employees working in my organization for the attrition detail.	5	High	Amjad Ahamed A
Sprint-1		USN-2	As an Analyst, I Prepare the data & Provide meaningful insights through EDA in Cognos Analytics	3	High	Mohamed Asif Salman
Sprint-2	Dashboard	USN-3	As a user, I want to find connections between various visualization that leads to attrition	2	Low	Balamurugan A
Sprint-2		USN-4	As an Analyst, I will perform exploratory data analysis in Cognos Analytics to create a interactive dashboard	3	Medium	Praveen Kumar B
Sprint-3	Report	USN-5	As a user, I want Simpler limited number of visualizations that report a particular event	3	Medium	Amjad Ahamed A
Sprint-3		USN-6	As an Analyst, I will use Cognos Analytics togenerate a report	3	Medium	Mohamed Asif Salman
Sprint-4	Story	USN-7	As a user, I can only understand the Analysis in animated presentation of dataset	5	Medium	Balamurugan. A
Sprint-4		USN-8	As an Analyst, I use Cognos Analytics to create an animated presentation (Story) ofthe dataset	3	High	Praveen Kumar B

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	5	6 Days	24 Oct 2022	29 Oct 2022	5	29 Oct 2022
Sprint-2	5	6 Days	31 Oct 2022	05 Nov 2022	5	05 Nov 2022
Sprint-3	5	6 Days	07 Nov 2022	12 Nov 2022	5	12 Nov 2022
Sprint-4	5	6 Days	14 Nov 2022	19 Nov 2022	5	15 Nov 2022

Velocity:

We have an 6-day sprint duration, and the velocity of the team is 4 (points per sprint). To calculate the team's average velocity (AV) per iteration unit (story points per day)