

## Project Planning Phase

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

Date	22 October 2022
Team ID	PNT2022TMID42234
Project Name	Personal Expense 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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	8	High	Winson, Abirami
Sprint-1	Login	USN-2	As a user, I can log into the application by entering email & password	8	High	Sadhana, Ramanan
Sprint-1	Validating user	USN-3	Checking whether new user or existing user of the application	4	Medium	Winson, Abirami
Sprint-2	Add Expense	USN-4	As a user, I can add the day-to-day expense to the application	8	High	Sadhana, Ramanan
Sprint-2	Edit and Delete Expense	USN-5	As a user, I can edit and delete the previously created expense	8	High	Winson, Abirami
Sprint-2	Creating time-based filters in history.	USN-6	As a user, I can see the time-based history of expenses.	4	Medium	Sadhana, Ramanan

Sprint-3	Integrating with pie charts for analysis	USN-7	As a user, I can view diagrammatic representation of expenses	8	High	Winson, Abirami
Sprint-3	Enabling limit feature	USN-8	As a user, I can set monthly limit to expenses	4	Medium	Sadhana, Ramanan
Sprint-3	Sending Email Alerts	USN-9	As a user, I will receive a mail if I cross a limit	8	High	Winson, Abirami
Sprint-4	Testing	USN-9	Testing the application with various tools	10	High	Sadhana, Ramanan
Sprint-4	Deployment	USN-9	Deployment of the application	10	High	Winson, Abirami

#### 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-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	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)

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

$$AV = 20/6 = 3.33$$

#### **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.

<https://www.visual-paradigm.com/scrum/scrum-burndown-chart/>

<https://www.atlassian.com/agile/tutorials/burndown-charts>

#### **Reference:**

<https://www.atlassian.com/agile/project-management>

<https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software>

<https://www.atlassian.com/agile/tutorials/epics>

<https://www.atlassian.com/agile/tutorials/sprints>

<https://www.atlassian.com/agile/project-management/estimation>

<https://www.atlassian.com/agile/tutorials/burndown-charts>