

Project Planning Phase

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

Date	23 October 2022
Team ID	PNT2022TMID07849
Project Name	Inventory Management System for Retailers
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	Retailer	USN-1	The retailer can search for the stocks whatever he/she want and order them based on his/her requirement.	20	High	BABU R LATHA S SURIYAKALA B ARUN M
Sprint-2	Inventory Manager	USN-2	The role of the inventory manager is to check out the database about the stock and have a track of all the things that the users are purchasing.	20	High	BABU R LATHA S SURIYAKALA B ARUN M
Sprint-3	Chatbot	USN-3	The retailers can directly talk with the chatbot regarding the stocks available in the inventory. Get the recommendations based on information provided by the retailer.	20	High	BABU R LATHA S SURIYAKALA B ARUN M
Sprint-4	Final delivery	USN-4	Container of the applications using docker, Kubernetes and deployment of the application. Create the documentation and final submit the application	20	High	BABU R LATHA S SURIYAKALA B ARUN M

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	26 Oct 2022	31 Oct 2022	20	31 Oct 2022
Sprint-2	20	6 Days	02 Nov 2022	07 Nov 2022	20	07 Nov 2022
Sprint-3	20	6 Days	09 Nov 2022	14Nov 2022	20	14 Nov 2022
Sprint-4	20	6 Days	15 Nov 2022	20 Nov 2022	20	20 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)

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

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