

Project Planning Phase

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

Date	28 October 2022
Team ID	PNT2022TMID15154
Project Name	University Admit Eligibility predictor
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 and Login	USN-1	As a new user, I can register for the application by entering my email and my password.	2	High	Dhanush
Sprint-2	Confirmation email	USN-2	As a user, I will receive confirmation email once I have registered for the application	2	Medium	Lokesh
Sprint-1	User login	USN-3	As a user, I can login into the application by entering the registered email-id and password	2	High	Praneeth
Sprint-2	Admin Panel	USN-4	As an admin, I can authenticate the registration and login credentials of the passengers	2	High	Siva
Sprint-3	University availabilities	USN-5	As a user, I can find all the details of a specific universities	2	High	Dhanush
Sprint-3		USN-6	As a user, I can find exactly how long the flight will be delayed	2	High	Lokesh
Sprint-4	Helpdesk	USN-7	As a customer care executive, I can provide the contact details of the airlines	1	Medium	Praneeth

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-4		USN-8	As a student, I can see the universities with similar name	1	High	Dhanush
Sprint-4	Feedback	USN-9	As a user, I can provide my suggestions and feedback for the improvement of the application	2	Medium	Lokesh

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

Velocity:

We have a 24-day sprint duration, and the velocity of the team is 4 (points per sprint). Thus the team's average velocity (AV) per iteration unit (story points per day) is as follows

$$AV = \text{sprint duration} / \text{velocity}$$

$$= 24/16$$

$$= 1.5$$

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.

