

### Project Planning Phase

Date	22 October 2022
Team ID	PNT2022TMID33604
Project Name	SmartFarmer - IoT Enabled Smart Farming Application
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	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	1.Selvakavin S 2.ThangaKavin D 3. Yogesh Kumar S 4. Thirumoorthi P

Sprint-1		USN-3	As a user, I can register for the application through Gmail (Screen-2)	1	Medium	1.Selvakavin S 2.ThangaKavin D 3.Yogesh Kumar S 4.Thirumoorthi P
Sprint-1	Login	USN-4	As a user, I can login to the application through email & Password (Screen-2)	2	High	1.Selvakavin S 2.ThangaKavin D 3.Yogesh Kumar S 4.Thirumoorthi P
Sprint-2		USN-5	If I forgot my password or username, I can reset it again through my email	1	Low	1.Selvakavin S 2.ThangaKavin D 3.Yogesh Kumar S 4.Thirumoorthi P
Sprint-2	Web	USN-6	Accessing node-red dashboard	2	High	1.Selvakavin S 2.ThangaKavin D 3.Yogesh Kumar S 4.Thirumoorthi P
Sprint-2		USN-7	As a user, I can able view status of my field in	1	Low	1.Selvakavin S

			web using the node-red link			2.ThangaKavin D 3.Yogesh Kumar S 4.Thirumoorthi P
Sprint-3	Application	USN-8	Adding screen-3 in the application to display details of the screen.	1	High	1.Selvakavin S 2.ThangaKavin D 3.Yogesh Kumar S 4.Thirumoorthi P
Sprint-3		USN-9	Connecting node-red dashboard to my application to view the farm details, weather and automatic motor on/off & light on/off.	1	High	1.Selvakavin S 2.ThangaKavin D 3.Yogesh Kumar S 4.Thirumoorthi P
Sprint-3	Hardware	USN-10	Creating circuit connection for the project in Wokwi using ESP32.	2	High	1.Selvakavin S 2.ThangaKavin D 3.Yogesh Kumar S 4.Thirumoorthi P
Sprint-4	Python Script	USN-10	Writing python script and connect it to the hardware	1	High	1.Selvakavin S 2.ThangaKavin D 3.Yogesh Kumar S 4.Thirumoorthi P

Sprint-4	Application	USN-11	Connecting Application to the Hardware and cloud	1	High	1.Selvakavin S 2.ThangaKavin D 3.Yogesh Kumar S 4.Thirumoorthi P
Sprint-4		USN-12	I can see my farm details, weather and I can on/off motor and light using mobile application.	1	High	1.Selvakavin S 2.ThangaKavin D 3.Yogesh Kumar S 4.Thirumoorthi P

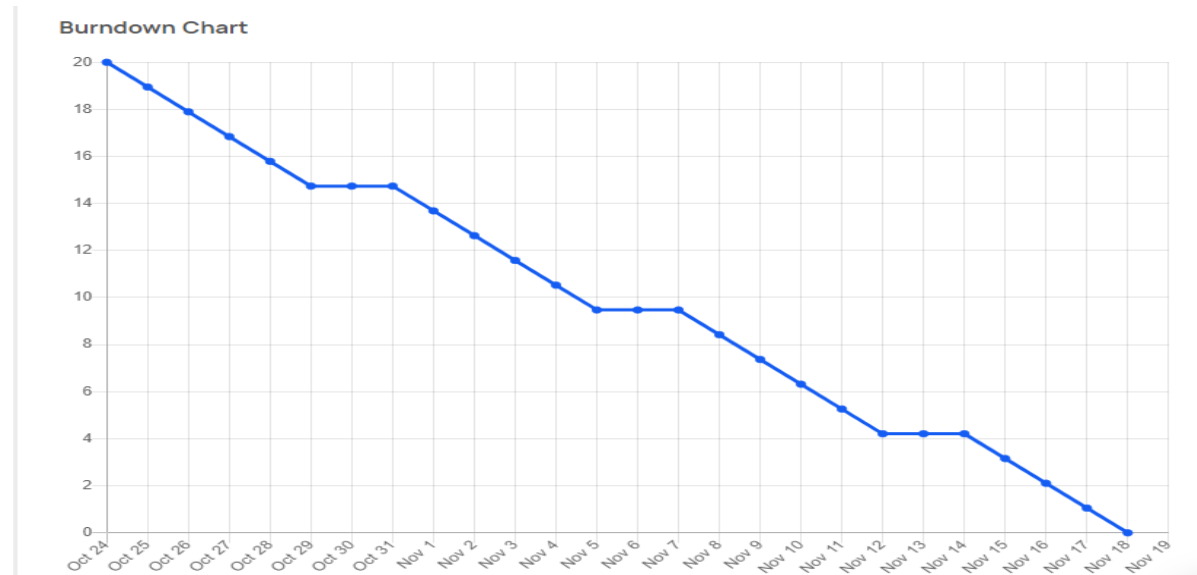
**Project Tracker, Velocity & Burndown Chart: (4 Marks)**

<b>Sprint</b>	<b>Total Story Points</b>	<b>Duration</b>	<b>Sprint Start Date</b>	<b>Sprint End Date (Planned)</b>	<b>Story Points Completed (as on Planned End Date)</b>	<b>Sprint Release Date (Actual)</b>
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)

## Burndown Chart: (Workflow)



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>