Project Planning Phase

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

| Date | 29 October 2022 | | | | | |
|---------------|---------------------------------------|--|--|--|--|--|
| Team ID | PNT2022TMID13759 | | | | | |
| Project Name | Smart Fashion Recommender 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 | Admin Panel | USN-1 | As an Admin, | 20 High | High | M. Mohammed Raushan P. Karthik S. Aswath K. Deenadhayalan |
| Sprint-2 | User Panel | USN-2 | As a user, | 20 | High | M. Mohammed Raushan P. Karthik S. Aswath K. Deenadhayalan |
| Sprint-3 | Chatbot | USN-3 | Automatic product search based on user information Can make order without any manual process | 20 | High | M. Mohammed Raushan P. Karthik S. Aswath K. Deenadhayalan |
| Sprint-4 | Testing & Deploy | USN-4 | Unit Testing Containerize the app Deployment in IBM CLOUD | 20 | High | M. Mohammed Raushan P. Karthik S. Aswath K. Deenadhayalan |

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 | | |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | | |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | | |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 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)

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

per iteration unit (story points per day)

Burndown Chart:

