Project Planning Phase

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

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| Date | 29 October 2022 |
| Team ID | PNT2022TMID41669 |
| Project Name | IOT Based Safety Gadget for Child Safety Monitoring and Notification |
| Maximum Marks | 8 Marks |

Product Backlog, Sprint Schedule, and Estimation (4 Marks)

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| **Sprint** | **Functional**  **Requirement (Epic)** | **User**  **Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-1 | User signup/ login | USN-1 | I can register for the app as a user by providing my phone number, user name, password, and a password confirmation. | 2 | High | Nandhini, Nalini |
| Sprint-1 | User confirmation | USN-2 | I am a user, thus I sign in using my password and the password sign up. | 2 | High | Vishnupriyan, Pavithra |
| Sprint-1 |  | USN-3 | I will receive a confirmation email as a user once I've registered for the application. | 1 | Medium Anna Universit | Nalini, Pavithra |
| Sprint-1 |  | USN-4 | As a user, as soon as I register for the application, I will receive a confirmation OTP. | 2 | High | Nandhini, Pavithra |
| Sprint-4 | Interfacing | USN-5 | I must connect all necessary devices, databases, and scripts. | 2 | High | Vishnupriyan, Nalini |
| Sprint-2 | Setting geo fence | USN-6 | Using the user's input, I determine the geolocation coordinates for the geofence. | 1 | Medium | Nandhini, Vishnupriyan |

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| **Sprint** | **Functional**  **Requirement (Epic)** | **User**  **Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-4 | User notification | USN-7 | Using the user's input, I determine the geolocation coordinates for the geofence. | 2 | High | Pavithra, Vishnupriyan |
| Sprint-4 | Emergency usage | USN-8 | I create a module to alert users by mobile phone in the event of a potential emergency. | 2 | High | Nalini, Pavithra |
| Sprint-2 | Tracking location | USN-9 | I supplied the sensor's real-time location. | 1 | High | Nandhini, Vishnupriyan |
| Sprint-3 |  | USN-10 | I create a module that allows the dashboard to display current location. | 2 | Medium | Pavithra, Vishnupriyan |
| Sprint-3 | User location check | USN-11 | I retrieve the current position from a cloud database and use it to check for out-of- boundary locations against established geo-fences. | 2 | High | Nandhini, Pavithra |
| Sprint-2 | Database | USN-12 | I build databases. | 2 | High | Nalini, Pavithra |
| Sprint-4 |  | USN-13 | I keep a database | 2 | Medium | Vishnupriyan, Nalini |

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

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| **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 | 04 Nov  2022 |

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| **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-3 | 20 | 6 Days | 07 Nov  2022 | 12 Nov  2022 | 20 | 11 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:

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile [software development](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum.](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/) 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>