

Project Planning Phase

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

Date	10/11/2022
Team ID	PNT2022TMID13736
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	Initial Registration by customer	USN-1	As a user, I can register for the application by entering my email or number, and password, and confirming my password.	3	High	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA s
Sprint-1	Confirmation for registering	USN-2	As a user, I can receive my confirmation through email or number once I have registered for the application.	3	Medium	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA
Sprint-1	Initial Login	USN-3	As a user, I can log in to the authorized account by entering the registered email or number and password.	2	High	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA
Sprint-1	Viewing Dashboard	USN-4	As a user, I can view my account details which I have given during my registration process.	3	High	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA
Sprint-2	Adding products to cart and order confirmation.	USN-5	As a user, I can view the available products and it to the cart and once the cart is filled I can confirm my order.	2	High	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2	Feedback system	USN-6	As a user, I can give the feedback about the product and/or the service and chat with the serviced provider.	2	Medium	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA
Sprint-2	Registration for retailer	USN-7	As a user, I can register for the application by entering my email, and password, and confirming my password.	2	High	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA
Sprint-2	Confirmation	USN-8	As a user, I can receive my confirmation email once I have registered for the application	2	Medium	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA
Sprint-2	Login	USN-9	As a user, I can log in to the authorized account by entering the registered email and password	2	High	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA
Sprint-3	Retailers Dashboard	USN-10	As a user, I can view the products that are currently available.	8	High	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA
Sprint-4	Stocks update	USN-11	As a user, I can restore the products which are not available in the inventory and restore the inventory details.	2	Medium	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA
Sprint-4	Stock Alert	USN-12	Alerting the retailer when the stock is low on quantity by using SendGrid.	3	High	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA
Sprint-4	Admin Login	USN-13	As an admin, I can modify and verify the regular and customized users.	2	Medium	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-4	Dashboard and updation.	USN-14	As a user, I can change the UI & update features	2	Medium	1. M.KARTHIKA(TL) 2. R.HARIPRIYA 3. R.A.KIRUTHIKA 4. M.MATHU MIITHAA

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	11	6 Days	24 Oct 2022	29 Oct 2022	11	29 Oct 2022
Sprint-2	10	6 Days	31 Oct 2022	05 Nov 2022	10	05 Nov 2022
Sprint-3	8	6 Days	07 Nov 2022	12 Nov 2022	8	12 Nov 2022
Sprint-4	7	6 Days	14 Nov 2022	19 Nov 2022	9	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)

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

Our velocity should be:

$$AV = \frac{(11+10+8+9)}{24} = \frac{38}{24} = 1.58$$



