

Project Planning Phase

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

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|---------------|---------------------------------------|
| Date | 18 October 2022 |
| Team ID | PNT2022TMID04402 |
| Project Name | Project – Global Sales Data Analytics |
| Maximum Marks | 8 Marks |

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

Use the below template to create product backlog and sprint schedule

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|----------|-------------------------------|-------------------|--|--------------|----------|----------------------------|
| Sprint-1 | Collect the dataset | USN-1 | Download the dataset from Kaggle API | 2 | High | Indrajith, KalanjiyaVishnu |
| Sprint-1 | Understand the dataset | USN-2 | To understand the Data in dataset | 3 | High | Indrajith, KalanjiyaVishnu |
| Sprint-2 | Loading the dataset | USN-3 | Load the dataset in IBM cognos analytics | 3 | Low | Jagadeesh, Jayachandran, |
| Sprint-2 | Preparation of dataset | USN-4 | Prepare the data with no null values | 4 | Medium | Jagadeesh, Jayachandran, |
| Sprint-2 | Performing calculations | USN-5 | Create new calculation for perfect visualization | 3 | High | Jagadeesh, Indrajith, |

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|---------------|--------------------------------------|--------------------------|---|---------------------|-----------------|-----------------------------|
| Sprint-3 | Creating visualization | USN-6 | Visualize the data for user to understand easily | 5 | Medium | Jayachandran, Indrajith, |
| Sprint-3 | Creating dashboard | USN-7 | To track, analyze and display data | 10 | Low | Jayachandran, Indrajith, |
| Sprint-4 | Report, Story and Final Delivery | USN-8 | Narratives that explain how and why data changes over time, final delivery of the project | 20 | High | Jagadeesh, Kalanjiya vishnu |

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 | 5 | 6 Days | 24 Oct 2022 | 29 Oct 2022 | 5 | 29 Oct 2022 |
| Sprint-2 | 10 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 10 | 05 Nov 2022 |
| Sprint-3 | 15 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 15 | 12 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 20 | 19 Nov 2022 |

Velocity:

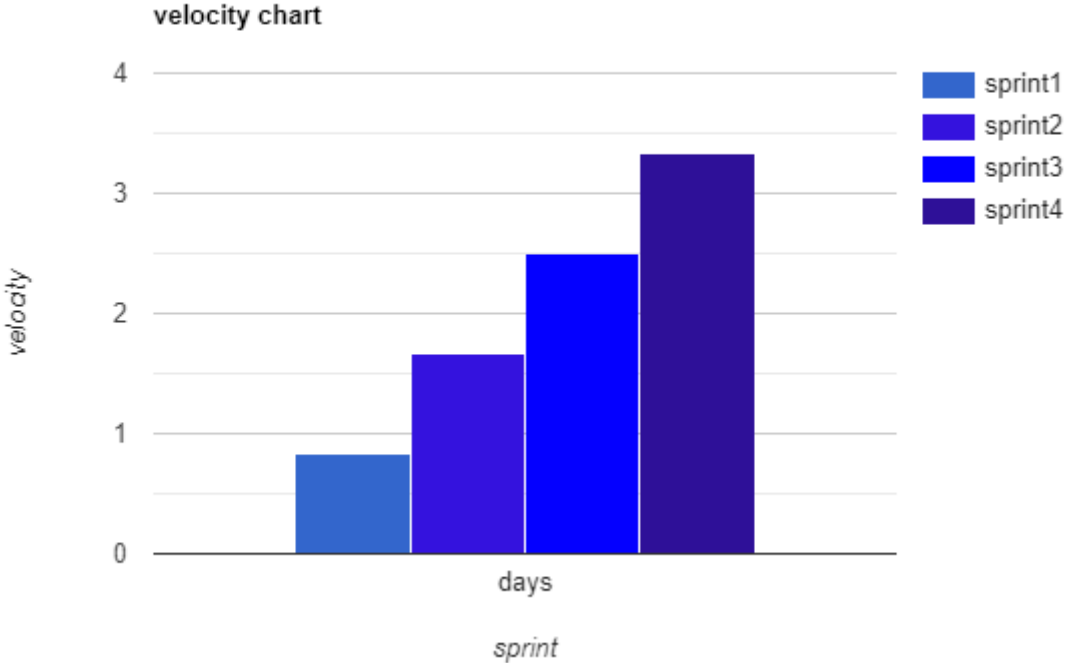
Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

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

$$AV=50/24=2.083$$

| Sprint | Total story points | Duration | Average velocity |
|----------|--------------------|----------|------------------|
| Sprint-1 | 5 | 6 days | 5/6=0.833 |
| Sprint-2 | 10 | 6 days | 10/6=1.66 |
| Sprint-3 | 15 | 6 days | 15/6=2.5 |
| Sprint-4 | 20 | 6 days | 20/6=3.33 |

Velocity chart:



Burndown Chart:

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. However, burn down charts can be applied to any project containing measurable progress over time.

