## **Project Planning Phase**

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

| Date          | 27 October 2022                       |
|---------------|---------------------------------------|
| Team ID       | PNT2022TMID21488                      |
| Project Name  | Retail Store Stock Inventory Analysis |
| Maximum Marks | 8 Marks                               |

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

| Sprint   | Functional Requirement (Epic) | User Story<br>Number | User Story / Task  | Story Points | Priority | Team Members   |
|----------|-------------------------------|----------------------|--|--------------|----------|--|
| Sprint-1 | Data Collection               | USN-1                | The dataset is collected and the understanding of the dataset is done to present the analytics to the user.                                  | 3            | Low      | Dixon J Antony A,<br>Siddharth S                             |
| Sprint-1 | Data Preparation              | USN-2                | As a user, I can view the accurate analytics of data by pre-processing data. The data preparation is done to restructure and clean the data. | 3            | Medium   | Dixon J Antony A,<br>Ragul M GA                              |
| Sprint-2 | Data Exploration              | USN-3                | As a user, I can view the visualized data to get the better understanding about the sales, stock, revenue and price.                         | 8            | High     | Ragul M GA,<br>Sreesh N,<br>Siddharth S                      |
| Sprint-3 | Dashboard Creation            | USN-4                | As a user, I can view the visualized data to get the better understanding about the sales, stock, revenue and price.                         | 8            | High     | Dixon J Antony A,<br>Siddharth S,<br>Ragul M GA,<br>Sreesh N |

| Sprint   | Functional<br>Requirement (Epic) | User Story<br>Number | User Story / Task   | Story Points | Priority | Team Members                      |
|----------|----------------------------------|----------------------|---|--------------|----------|-----------------------------------|
| Sprint-4 | Report Creation                  | USN-5                | As a user, I can view the detailed report of the sales, stock, revenue and price. The user can get the report of the particular data.                   | 8            | High     | Sreesh N,<br>Ragul M GA           |
| Sprint-4 | Story Creation                   | USN-6                | As a user, I can view the story to get the better understanding of the sales, stock, revenue and price. The user can make decisions based on the story. | 8            | High     | Dixon J Antony A,<br>Siddharth S, |

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

| Sprint   | Total Story<br>Points | Duration | Sprint Start Date | Sprint End Date<br>(Planned) | Story Points<br>Completed (as on<br>Planned End Date) | Sprint Release Date (Actual) |
|----------|-----------------------|----------|-------------------|------------------------------|---|------------------------------|
| Sprint-1 | 6                     | 6 Days   | 24 Oct 2022       | 29 Oct 2022                  | 6   | 29 Oct 2022                  |
| Sprint-2 | 8                     | 6 Days   | 31 Oct 2022       | 05 Nov 2022                  | 8   | 05 Nov 2022                  |
| Sprint-3 | 8                     | 6 Days   | 07 Nov 2022       | 12 Nov 2022                  | 8   | 12 Nov 2022                  |
| Sprint-4 | 16                    | 6 Days   | 14 Nov 2022       | 19 Nov 2022                  | 16  | 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)

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

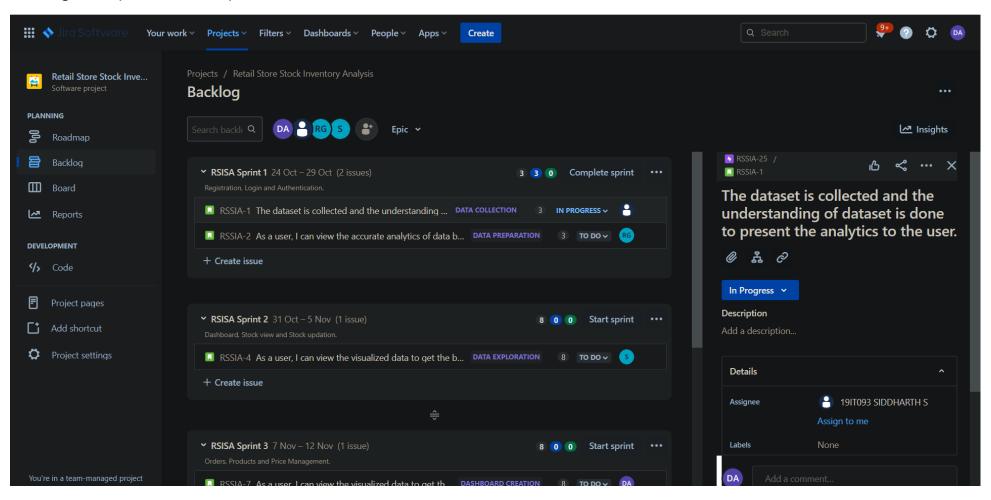
| Sprint   | Total Story<br>Points | Duration | Average velocity |
|----------|-----------------------|----------|------------------|
| Sprint-1 | 6                     | 6 Days   | 1.00             |
| Sprint-2 | 8                     | 6 Days   | 1.33             |
| Sprint-3 | 8                     | 6 Days   | 1.33             |
| Sprint-4 | 16                    | 6 Days   | 2.66             |
| Total    | 38                    | 24       | 1.58             |

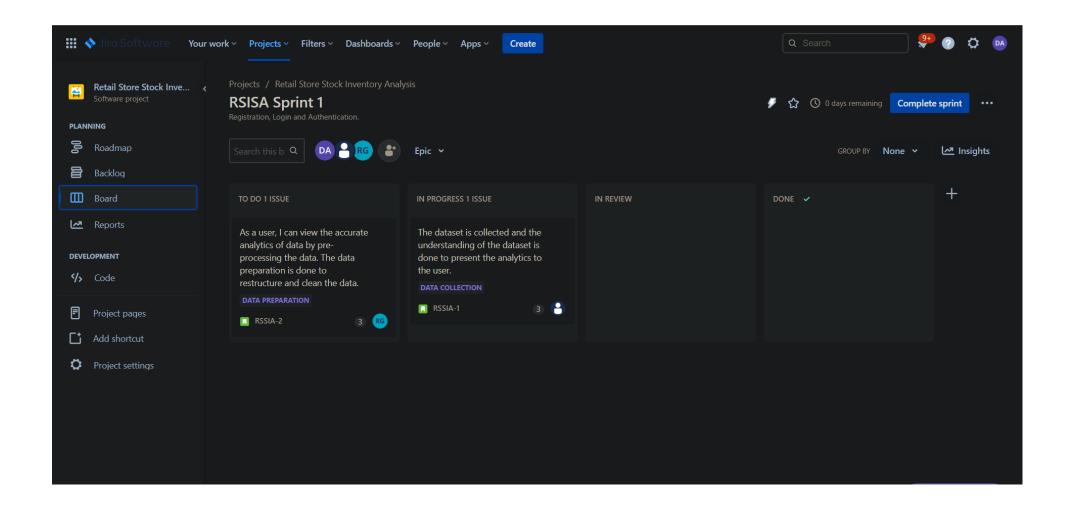
#### **Burndown Chart:**

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.

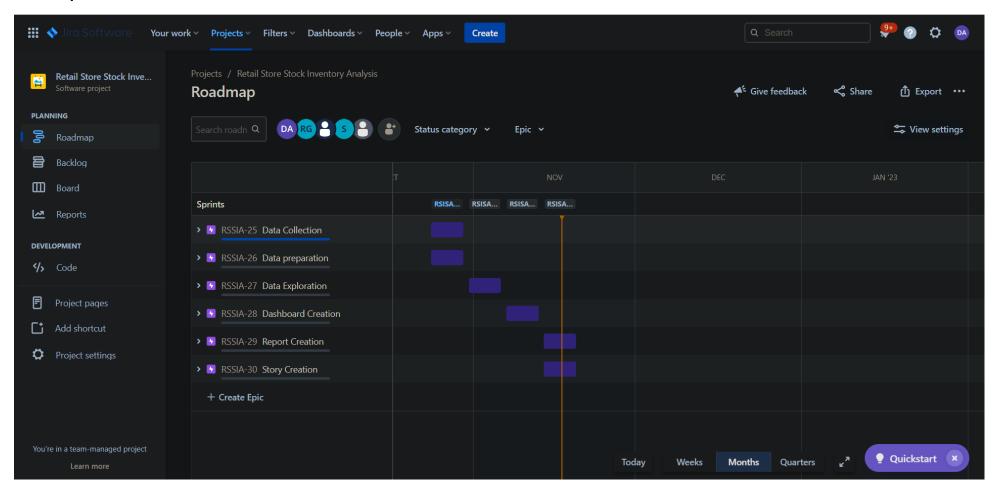
https://www.visual-paradigm.com/scrum/scrum-burndown-chart/https://www.atlassian.com/agile/tutorials/burndown-charts

#### Planning Tool: (JIRA Software)



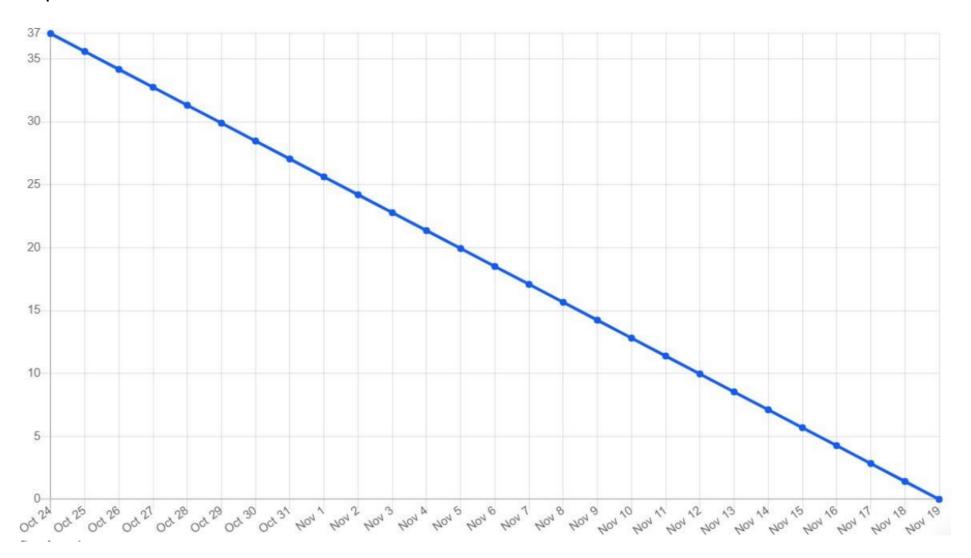


#### Roadmap:

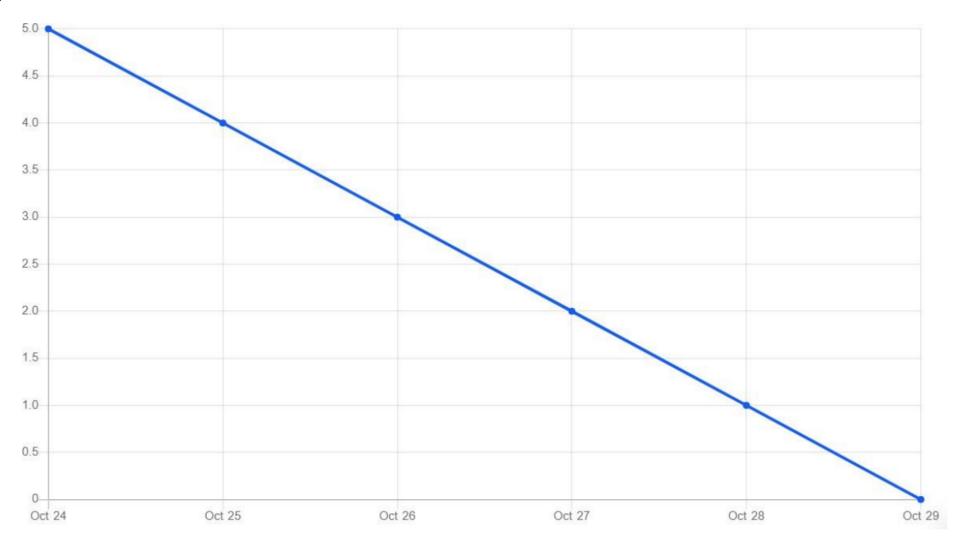


### **Burndown Chart:**

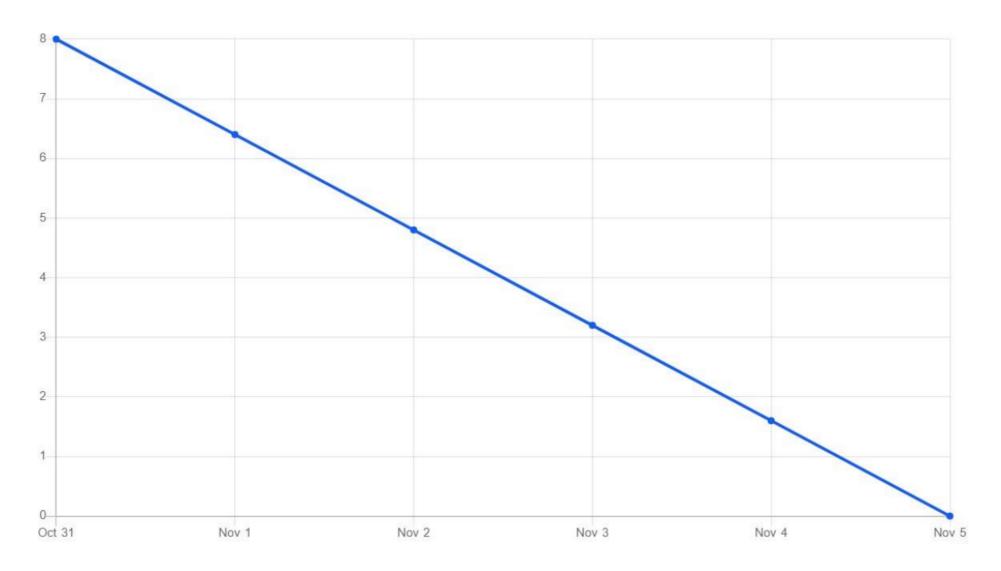
### **Total Sprints:**



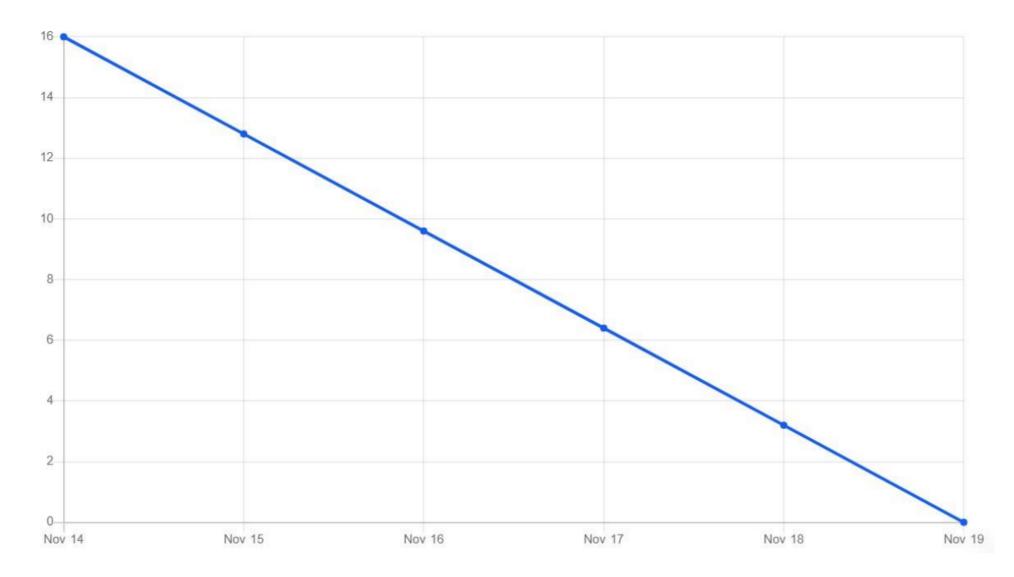
# Sprint 1:



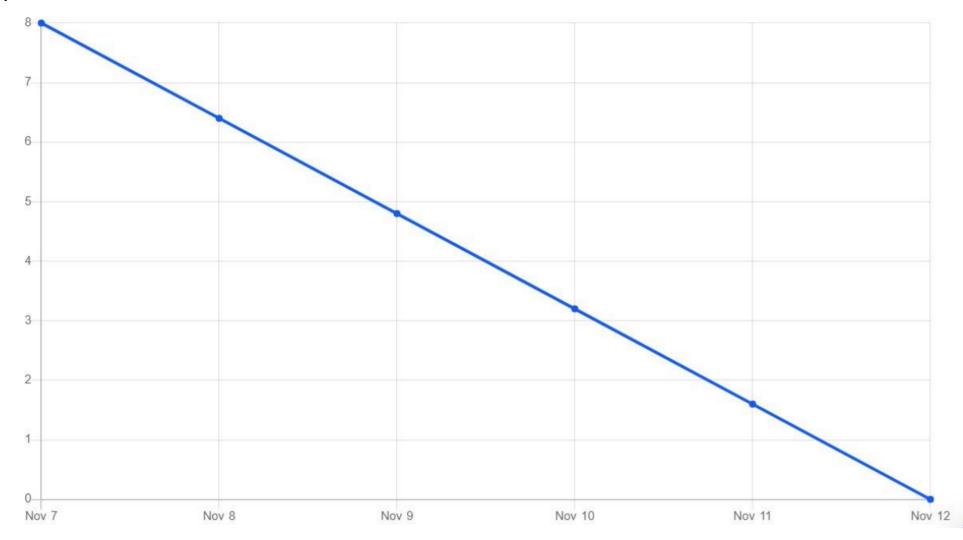
# Sprint 2:



# Sprint 3:



## Sprint 4:



#### 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