# Project Development Phase Delivery Of Sprint - 1

**Project** 

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

Team ID : PNT2022TMID23685

Team leader : Archana.T

Team member: Bavadharani. G

Team member : Maheswari.P

Team member:kanishma.S

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

Use the below template to create product backlog and sprint schedule

Sprint	Functional Requirements (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	T.Archana G.Bavadharani S.Kanishma P.Maheswari

Sprint-1		USN-2	As a user,I will receive confirmation Email once I have registered for the application	1	High	T.Archana G.Bavadharani S.Kanishma P.Maheswari
Sprint-1	Login	USN-3	As a user,I can log into the application by entering Email and password	1	High	T.Archana G.Bavadharani S.Kanishma P.Maheswari

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	20	29 Oct 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 Duration = Number of (Duration) days per Sprint Velocity = Points per Sprint

# Therefore, the AVERAGE VELOCITY IS 4 POINTS PER SPRINT Burndown Chart:

A burndown 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.

Sprint Number	Day 0	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
Sprint-1	20	0	10	5	3	1	1



