

VirtualEye - Life Guard for Swimming Pools to Detect Active Drowning
Project Planning Phase
Project Planning Template (Product Backlog, Sprint Planning, Stories, Story points)

Date	18 October 2022
Team ID	PNT2022TMID49179
Project Name	VirtualEye - Life Guard for Swimming Pools to Detect Active Drowning
Maximum Marks	8 Marks

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	6	7 Days	24 Oct 2022	31 Oct 2022	5	29 Oct 2022
Sprint-2	20	7 Days	31 Oct 2022	07 Nov 2022	18	07 Nov 2022
Sprint-3	17	7 Days	07 Nov 2022	14 Nov 2022	15	14 Nov 2022
Sprint-4	14	7 Days	14 Nov 2022	21 Nov 2022	14	21 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)

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

For Sprint-1 $AV = \text{sprint duration/velocity} = 6/7 = 0.8$

For Sprint-2 $AV = \text{sprint duration/velocity} = 20/7 = 2.8$

For Sprint-3 $AV = \text{sprint duration/velocity} = 17/7 = 2.4$

For Sprint-4 $AV = \text{sprint duration/velocity} = 14/7 = 2$