Project Planning Phase

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

Team ID	PNT2022TMID14662		
Project Name	SmartFarmer – IoT Enabled Smart Farming		
	Application		
Maximum Marks	8 Marks		
S MEGHANA	111619106081		
M V JEEVANA	111619106052		
M CHANDINI	111619106080		
R JAYASREE	111619106108		





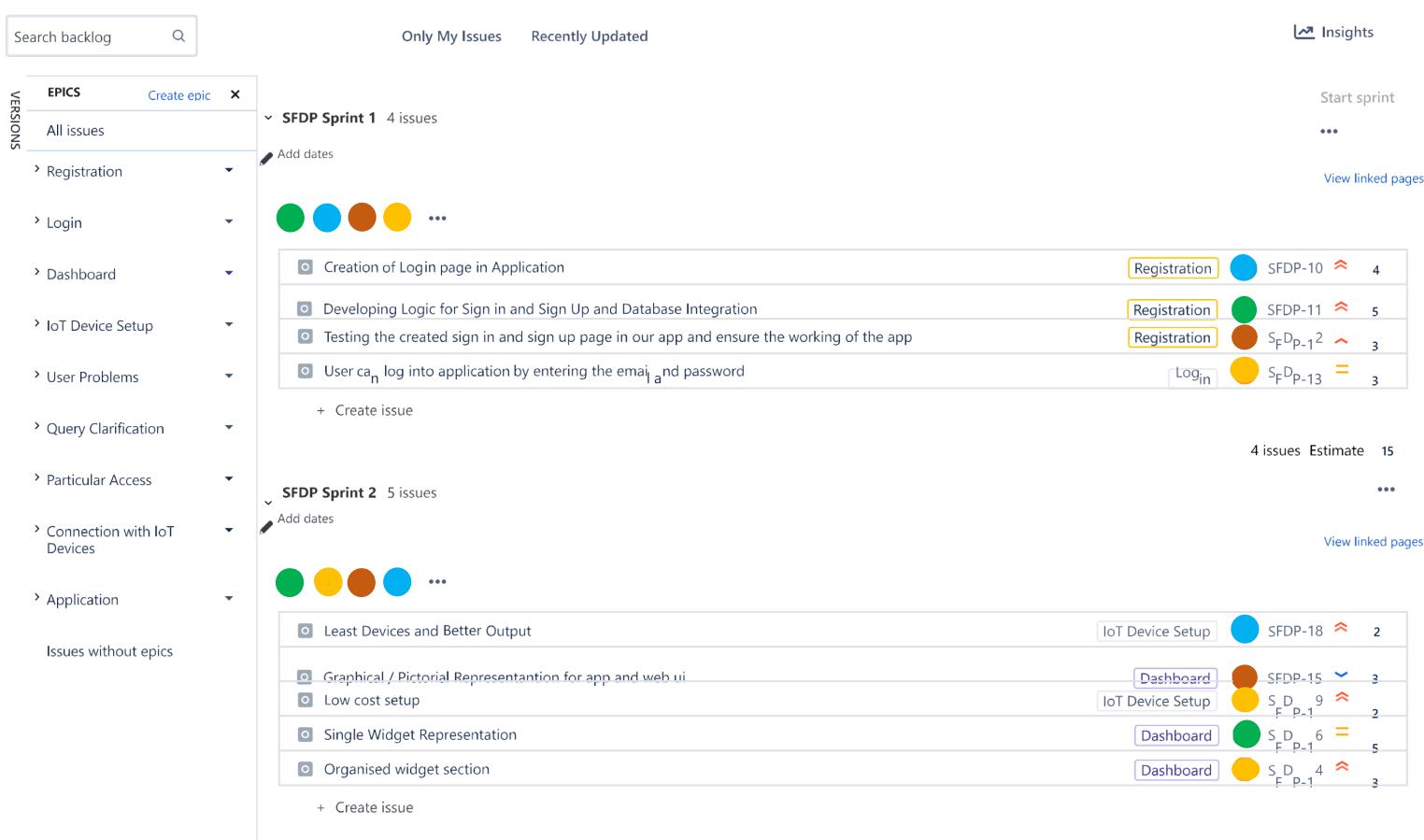
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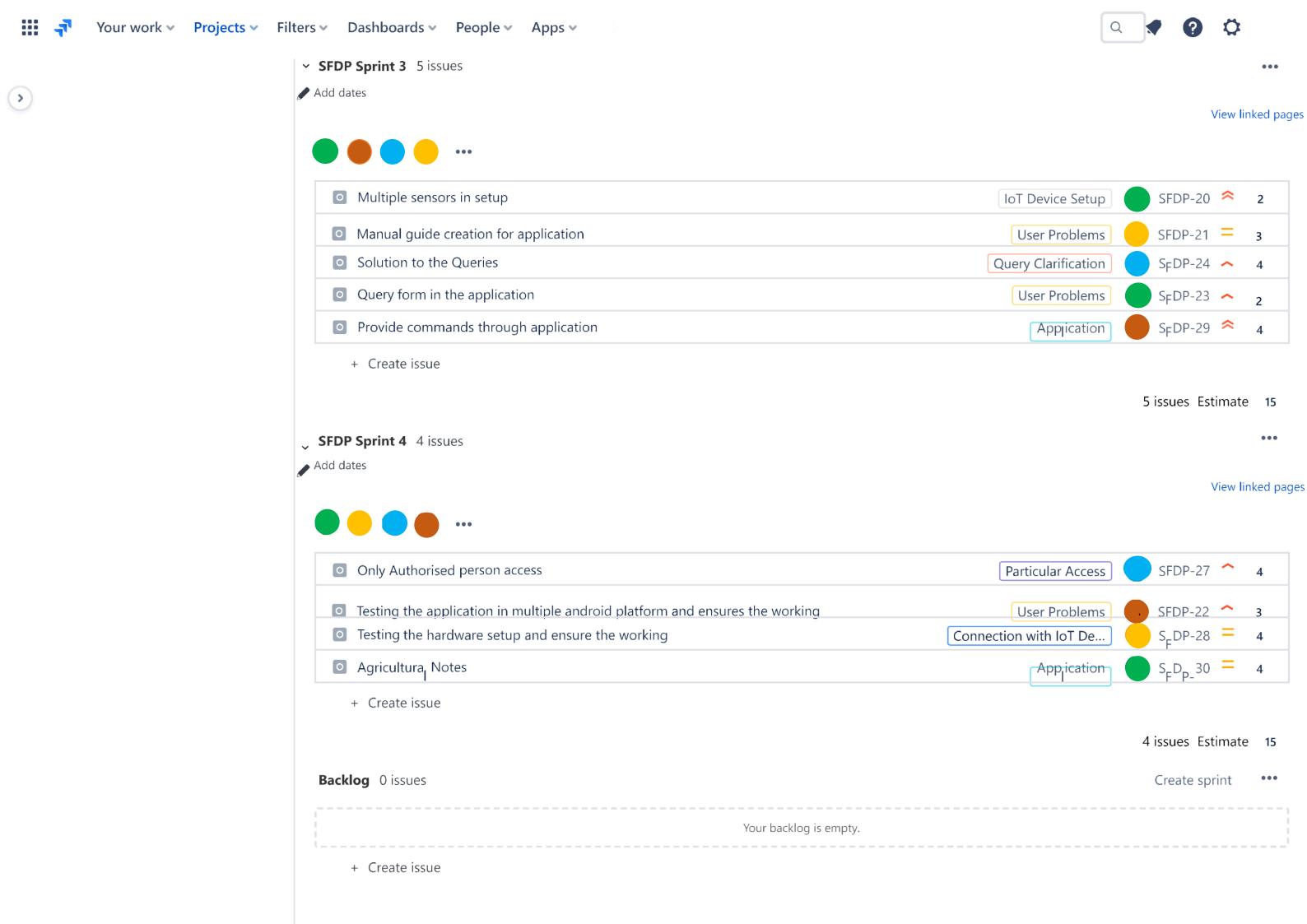


Projects / Smart Farmer Development Phase / SFDP board

Backlog

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

Use the below template to create product backlog and sprint schedule

Sprint	Functional Requirement (Epic)	uirement Number		Story Points	Priority	Team Members	
Sprint-1	Registration	USN-1	Creating of Login page in application	4	Highest	S Meghana	
Sprint-1	Registration	USN-2	Developing logic for sign in and sign up and Database Integration	5	Highest	M V Jeevana	
Sprint-1	Registration	USN-3	Testing the created sign in and sign up page in our app and Database Integration	3	High	M Chandhini	
Sprint-1	Login	USN-4	User can login into application by entering email and password		Medium	R Jayasree	
Sprint-2	IoT Device Setup	USN-5	Least Device and Better Output	2	Highest	M V Jeevana	
Sprint-2	Dashboard	USN-6	Graphical / Pictorial Representation for app and web ui	3	Low	R Jayasree	
Sprint-2	IoT Device Setup	USN-7	Low cost setup	2	Highest	S Meghana	
Sprint-2	Dashboard	USN-8	Single widget Representation	5	Medium	M Chandhini	
Sprint-2	Dashboard	USN-9	Organised widget section	3	Highest	M V Jeevana	

Sprint-3	IoT Device Setup	USN-10	Multiple sensors in setup	2	Highest	R Jayasree

Sprint	Functional User Story User Story / Task Requirement (Epic)		Story Points		Team Members	
Sprint-3	User Problems	USN-11	Manual Guide creation for application	3	Medium	M V Jeevana
Sprint-3	Query Clarification	USN-12	Solution to the queries	4	High	S Meghana
Sprint-3	User Problems	USN-13	Query form in the application	2	High	R Jayasree
Sprint-3	Application	USN-14	Provide Commands through application	4	Highest	M Chandhini
Sprint-4	Particular Access	USN-15	Only authorised person access	4	High	S Meghana
S	User Problems	USN-16	Testing the application in multiple platform and ensure the working	3	High	M Chandhini
Sprint-4	Connection with IoT devices	USN-17	Testing the hardware setup and ensure the working	4	Medium	M V Jeevana
Sprint-4	Application	USN-18	Agricultural Notes	4	Medium	R Jayasree

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	15	5 Days	11 Oct 2022	01 Nov 2022		30 Oct 2022
Sprint-2	15	8 Days	20 Oct 2022	08 Nov 2022		08 Nov 2022
Sprint-3	15	6 Days	27 Oct 2022	11 Nov 2022		09 Nov 2022
Sprint-4	15	6 Days	03 Nov 2022	17 Nov 2022		17 Nov 2022 – 18 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)

Average Velocity =
$$60/4 = 15$$

Burndown Chart:

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile <u>software development</u> methodologies such as <u>Scrum</u>. However, burn down charts can be applied to any project containing measurable progress over time.

