# 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 | PNT2022TMID18651 |
| 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)

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

For Sprint-1 AV = sprint duration/velocity = 6/7 = 0.8

For Sprint-2 AV = sprint duration/velocity = 20/7 = 2.8

For Sprint-3 AV = sprint duration/velocity = 17/7 = 2.4

For Sprint-4 AV = sprint duration/velocity = 14/7 = 2