Project Planning Phase

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

Date	19 October 2022
Team ID	PNT2022TMID15341
Project Name	Project – Global Sales Data Analytics
Maximum Marks	8 Marks

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

Use the below template to create product backlog and sprint schedule

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Dataset exploration (Understanding the dataset)	USN-1	Analyze the data to find patterns, outliers, and similarities as well as the connections between the various variables. It makes it possible to foresee problems like missing data, duplicate data, and data biases. You will be able to foresee issues like missing data, duplicate data, and data biases.	2	Low	Jahnavi.u Dhimple.N
Sprint-2	Preparing the dataset for visualization	USN-2	By deleting the undesired, null, duplicate, and missing values during this step, the dataset will be ready for the following phase.	2	Low	Vandana.T Sangeetha
Sprint-3	Data visualization	USN-3	visualisation is a technique for graphically and representing information, emphasising patterns trends in data, and gaining quick insights.	3	High	Jahnavi.U Vandana.T Sri dhimple.N

Sprint-4	Creating dashboard, story and report	USN-4	From the visualisation, we will create an stories, interactive dashboard that will show all the data, and reports visually.	3	High	Sangeetha Vandana.T Sridhimple.N Jahnavi.U

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
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	30	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	30	19 Nov 2022

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

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)

Burn Down 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.

Expected Burndown Chart: