**Project Planning Phase**

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

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| --- | --- |
| Date | 23 October 2022 |
| Team ID | PNT2022TMID16953 |
| Project Name | IOT BASED SAFETY GADGET FOR CHILD SAFETY MONITORING AND NOTIFICATION |
| Maximum Marks | 8 Marks |

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

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-1 | User Registration | USN-1 | Registration through website and registration through app | 2 | High | RAJKUMAR, RISHIRAM, KARAN, SANTHOSH |
| Sprint-1 | User confirmation | USN-2 | Confirmation via Email Confirmation Via OTP | 1 | High | RAJKUMAR, RISHIRAM, KARAN, SANTHOSH |
| Sprint-2 | User login | USN-3 | Setting up user id and password | 2 | Low | RAJKUMAR, RISHIRAM, KARAN, SANTHOSH |
| Sprint-1 | App permission | USN-4 | Grand the permission for the app to access location, contact etc., | 2 | Medium | RAJKUMAR, RISHIRAM, KARAN, SANTHOSH |
| Sprint-1 | Interface with the Device | USN-5 | Connecting the device with the registered app with the device id | 1 | High | RAJKUMAR, RISHIRAM, KARAN, SANTHOSH |
| Sprint-2 | Setting Geo- location | USN-6 | Creating the geo-location area in the map | 2 | low | RAJKUMAR, RISHIRAM, KARAN, SANTHOSH |
| Sprint-3 | Database | USN-7 | Location history is stored in the cloud. It can be accessed from the dashboard | 2 | high | RAJKUMAR, RISHIRAM, KARAN, SANTHOSH |
| Sprint-4 | Tracking the location | USN-8 | Tracking the location through the app. Tracking the location through the website | 2 | high | RAJKUMAR, RISHIRAM, KARAN, SANTHOSH |

**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 | 31 Oct 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 20 | 07 Oct 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 20 | 14 Oct 2022 |
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**Velocity:**

Imagine we have 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)



**Burndownchart:**

