Project Planning Phase

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

Date	27-10-2022
Team ID	PNT2022TMID10355
Project name	Personal Assistant For Seniors Who Are Self Reliant

Product Backlog, Sprint Schedule, and Estimation

Sprint	Functional Requiremen t (Epic)	User Story Numb er	User Story / Task	Story points	Priority	Team Members
Sprint 1	Set Alarm	USN-1	As a user, I can set an alarm to alerting a medicine through medicine remainder system	10	High	Md Tahir
Sprint 1		USN-2	As a user, I can Activate and Deactivate the alarm	10	High	Shahid Hussain
Sprint 2	Notification	USN-3	As a user once I can the set the alarm then I gets the notification		High	Mohammed Rahim
Sprint 2		USN-4	As a user, If I requires this system then a notification will be sent into his device.	10	High	Mohammed Ismail

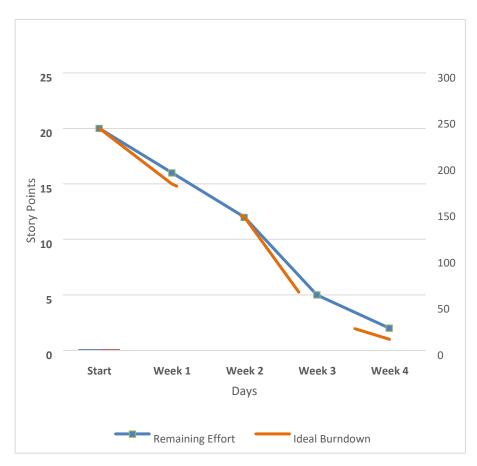
Sprint 3	Medication Detail	USN-5	As a user, I have multiple medications each day, I can put each pill in the box for the corresponding day.		High	Mohammed Irfan
Sprint 3		USN-6	As a user, between setting an alarm and using a pillbox, I'll be able to stay on top of your medications and not miss a dose.	5	low	Md Tahir, Mohammed Rahim, Shahid Hussain
Sprint 3		USN-7	As a user, I can store the name of the medicine wints description		High	Mohammed Ismail, Mohammed Irfan, Mohammed Rahim
Sprint 4	GPS Tracking	USN-8	As a user, they can also he large hospitals and clini- manage their inventory more effectively	cs	Low	Shahid Hussain, Md Tahir, Mohammed Ismail
	Sensor	USN-9	1 0	in ne of ne	High	Mohammed Irfan, Mohammed Ismail, Md Tahir

Project Tracker, Velocity & Burndown Chart:

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	8 days	29-10-2022	5-11-2022	20	4-11-2022
Sprint 2	10	8 days	7-11-2022	14-11-2022	10	13-11-2022

Sprint 3	20	8 days	16-11-2022	23-11-2022	20	23-11-2022
Sprint 4	10	8 days	23-11-2022	30-11-2022	10	30-11-2022

Velocity: Let's calculate the team's average velocity (AV) per iteration unit (story points per day).



AV = Velocity / Sprint Duration = 20 / 8 = 2.5 AV = 10 / 8 = 1.25

Burndown Chart: