Project Planning Phase

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

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| --- | --- |
| Date | 23 October 2022 |
| Team ID | PNT2022TMID22809 |
| Project Name | SMARTFARMER – IoT ENABLED SMART FARMING APPLICATION |
| 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 | Registration | USN-1 | As a user, I can register for the application by  entering my email, password, and confirming my password. | 2 | High | Kaarunya  Jhanani |
| Sprint-1 | Login | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 1 | High | Mano Ranjith  Kajendran |
| Sprint-2 | User Interface | USN-3 | As a user, I can register for the application through Facebook | 3 | Low | Kaarunya  Jhanani |
| Sprint-1 | Data Visualization | USN-4 | As a user, I can register for the application through Gmail | 2 | Medium | Mano Ranjith  Kajendran |
| Sprint-3 | Registration (Web User) | USN-5 | As a user, I can log into the application by entering email & password | 3 | High | Kaarunya  Jhanani |
| Sprint-2 | Dashboard | USN-6 | As a user, I can access the features of the application in dashboard. | 3 | Medium | Mano Ranjith  Kajendran |
| Sprint-4 | Cloud Registration | USN-7 | As a user, I can store the data in cloud storage for future reference. | 2 | Medium | Kaarunya  Jhanani |
| Sprint-4 | Controls | USN-8 | As a user, I can control the IoT devices via Mobile and also monitor the field with the help of this IoT deivices. | 3 | High | Mano Ranjith  Kajendran |

# 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 |  | 29 Oct 2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 |  | 05 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 |  | 12 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 |  | 19 Nov 2022 |
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**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)



# Burndown Chart:

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile [software development](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time.

9

8

7

6

5

4

3

2

1

0

Day - 1

Day - 2

Day - 3

Day - 4

Day - 5

Series 1

Series 2