

### SPRINT DELIVERY PLAN

Date	18 October 2022
Team ID	PNT2022TMID01217
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	8	6 Days	24 Oct 2022	29 Oct 2022	6	29 Oct 2022
Sprint-2	18	6 Days	31 Oct 2022	05 Nov 2022	14	05 Nov 2022
Sprint-3	4	6 Days	07 Nov 2022	12 Nov 2022	3	12 Nov 2022
Sprint-4	17	6 Days	14 Nov 2022	19 Nov 2022	15	19 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)

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

For Sprint-1 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 8 / 6 = 1.33$

For Sprint-2 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 18 / 6 = 3$

For Sprint-3 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 4 / 6 = 0.66$

For Sprint-4 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 17 / 15 = 1.13$

### Burndown Chart:

