

Project Planning Phase

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

Team ID	PNT2022TMID22821
Project Name	Smart Waste Management System for Metropolitan Cities
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	Monitoring	USN-1	The IoT device will monitor the garbage level in trashcans.	20	High	Kaviya Shri.T.V Lokesh.M Nithish Kumar.K Prithivi.B
Sprint 1	Registration	USN-2	As a trashcan monitor I can initialize new trashcans.	20	Low	Kaviya Shri.T.V Lokesh.M Nithish Kumar.K Prithivi.B

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2	Dashboard	USN-3	As an admin, I can monitor every dustbin and its garbage levels	20	High	Kaviya Shri.T.V Lokesh.M Nithish Kumar.K Prithivi.B
Sprint-3	Alert	USN-4	As a Co-Admin, I can send alert message to the truck drivers.	20	High	Kaviya Shri.T.V Lokesh.M Nithish Kumar.K Prithivi.B
Sprint-4	Location View	USN-5	As a trash van driver, I will follow the route to the dustbin.	20	Medium	Kaviya Shri.T.V Lokesh.M Nithish Kumar.K Prithivi.B

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	20	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	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)

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

Burndown Chart:

