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

Date	27-10-2022
Team ID	PNT2022TMID41455
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	Prabha.M
Sprint 1		USN-2	As a user, I can Activate and Deactivate the alarm	10	High	Saranya.A
Sprint 2	Notification	USN-3	As a user once I can the set the alarm then I gets the notification	10	High	Nandhini.M
Sprint 2		USN-4	As a user, If I requires this system then a notification will be sent into his device.	10	High	Sakthivel.C
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.	10	High	Pavithra.V

Sprint			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	Prabha.M
Sprint 3			USN-7	As a user, I can store the name of the medicine with its description	10	High	Saranya.A
Sprint 4	GPS Tracking		USN-8	As a user, they can also help large hospitals and clinics manage their inventory more effectively	5	Low	Nandhini.M
	Sensor		USN-9	As a user ,they used for keeping the record in medicine details the reminding the schedule of medicine. We have used the IoT enabled Arduino device for monitoring the System.	10	High	Sakthivel.C

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 :