# Project Planning Phase Sprint Delivery Plan

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| --- | --- |
| Team ID | PNT2022TMID14147 |
| Project Name | Personal Expense Tracker Application |

# Product Backlog, Sprint Schedule, and Estimation (4 Marks)

Use the below template to create product backlog and sprint schedule.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional Requirements (Epic)** | **User**  **Story Number** | **User Story / Task** | **Story Points** | **Prio rity** | **Team Members** |
| S-1 | Login / signup | USN-1 | The login page allows a user to gain access to an application by entering their username and password | 20 | High |
|  | Sarvesh T D  Udhayakumar T  Shanmuga Sundaram M  Vaishnavi S |
| S-2 | DashBoard /  Profile | USN-2 | The administrator's | 20 | High |
| The user can use the dashboard as the visual display for the all kind of their data visualization | Sarvesh T D  Udhayakumar T  Shanmuga Sundaram M  Vaishnavi S |
|  |
| S-3 | Analysis page | USN-3 | The user can able to view the expense and income in the graphical representation | 20 | High | Sarvesh T D  Udhayakumar T  Shanmuga Sundaram M  Vaishnavi S |
|  |
| S-4 | Backend Works | USN-4 | All the back end connectivities like send grid,chatBot,etc,…. | 20 | High | Sarvesh T D  Udhayakumar T  Shanmuga Sundaram M  Vaishnavi S |
|  |

# Project Tracker, Velocity & Burndown Chart: (4 Marks)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Total Story Points** | **Duratio n** | **Sprint Start Date** | **Sprint End-**  **Date(Planned**  **)** | **Story Points Completed (as on planned date)** | **Sprint Release Date(act ual)** |
| S-1 | 20 | 6 Days | 24 Oct 2022 | 29 Oct 2022 |  | 29 Oct 2022 |
| S-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 |  | 05 Nov 2022 |
| S-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 |  | 12 Nov 2022 |
| S-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 |  | 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 iterationunit (story points per day)

