

## Project Planning Phase

### Project sprint Planning (Product Backlog, Sprint Planning, Stories, Story points)

Date	18 October 2022
Team ID	PNT2022TMID12557
Project Name	Personal Expense Tracker 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	Homepage	USN-1	AS a user I can view the index page to see the about of the Expense tracker	20	High	Pranav vardhan
Sprint-1	Registration	USN-2	As a User, I need to register user id and passcode for every workers over there in municipality	10	High	Gowtham
Sprint-1	Login	USN-3	As a user, I need to login with user id and password to get in to the website	10	High	Samyuktha
Sprint-2	Dashboard	USN-4	As a User, I will follow Co-Admin's instruction to reach the filling bin in short roots and save time	20	Low	Sarayu Miththira
Sprint-3	Add Expenses	USN-5	As a User I will add my expense throughout the month I spend on	10	Medium	Monirithikka

Sprint-3	Total Expense Graph	USN-6	As a User I can view my expense in a graph of overview of the expensel spend.	30	Medium	Pranav vardhan
Sprint-4	Deployment in cloud	USN-7	As a User I can access the cloud to store my data of expense	20	High	Monirithikka

### 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	40	6 Days	18 Oct 2022	23 Oct 2022	40	24 Oct 2022
Sprint-2	20	6 Days	25 Oct 2022	30 Oct 2022	20	31 Oct 2022
Sprint-3	40	6 Days	01 Nov 2022	06 Nov 2022	40	07 Nov 2022
Sprint-4	20	6 Days	08 Nov 2022	13 Nov 2022	20	14 Nov 2022

### Velocity:

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

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\*)