

PROJECT PLANNING PHASE

PROJECT PLANNING TEMPLATE (PRODUCT BACKLOG, SPRINT PLANNING, STORIES, STORYPOINTS)

Team ID	PNT2022TMID26064
Project Name	Project -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	Login	USN-1	As a Administrator, I need to give user id and password for ever workers over there in municipality	1	High	M.RAGHUL PRASHANTH
Sprint-1	Login	USN-2	As a Co-Admin, I'll control the waste level by monitoring them by real time web portal. Once the filling happens, I'll notify trash truck with location of bin with bin ID	1	High	Z.AATHIF KHAN
Sprint-2	Dashboard	USN-3	As a Truck Driver, I'll follow administrators Instruction to reach the filling bin in short roots and save time	2	Low	K.ADHITHYAN AND MADALA MOURIYA

Sprint-3	Dashboard	USN-4	As a Local Garbage Collector, I'll gather all the waste from the garbage, load it onto a garbage truck, and deliver it to Landfills	2	Medium	DASARI KUMARA KRISHNA SAI
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Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-4	Dashboard	USN-5	As a Municipality officer, I'll make sure everything is proceeding as planned and without any problems 20 High	2	High	Abarna

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 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).

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