

## PROJECT PLANNING PHASE

### SPRINT DELIVERY PLAN

<b>DATE</b>	13 NOVEMBER 2022
<b>TEAM ID</b>	PNT2022TMID37024
<b>PROJECT TITLE</b>	AI POWERED NUTRITION ANALYST FOR FITNESS ENTHUSIASTS
<b>MARKS</b>	8 MARKS

#### SPRINT DELIVERY & ESTIMATION (4 MARKS):

SPRINT	FUNCTIONAL REQUIREMENT	USER STORY NUMBER	USER TASK/STORY	STORY POINTS	PRIORITY	TEAM MEMBERS
SPRINT-1	REGISTRATION	USN-1	USER CAN REGISTER USING EMAIL & PASSWORD.	10	HIGH	BRITHISH M KRISHNA KUMAR P DHINESH T
SPRINT-1	LOGIN	USN-2	USER CAN LOGIN USING THE SAME EMAIL & PASSWORD.	10	HIGH	
SPRINT-1	MAIN PAGE	USN-3	HOME PAGE, NAVIGATE THROUGH APPLICATION EASILY.	10	HIGH	
SPRINT-2	MODEL BUILDING	USN-4	DEVELOP MODEL WITH PREPARED DATASET.	10	HIGH	KRISHNA KUMAR P THIRUPATI REDDY
SPRINT-2	MAIN INTERFACE	USN-5	USER CAN INTAKE CALORIES ACCORDING TO USER BODY.	10	HIGH	
SPRINT-2	DASHBOARD	USN-6	USER CAN CHOOSE PACKAGE ACCORDING TO THEIR NEEDS.	7	MEDIUM	
SPRINT-2	MOTIVATION QUOTES	USN-7	USER GETS DAILY MOTIVATION QUOTES.	8	HIGH	BRITHISH M
SPRINT-2	SEARCHING	USN-8	USER CAN SEARCH FOOD ACCORDING TO NEED.	8	HIGH	DHINESH T

SPRINT	FUNCTIONAL REQUIREMENT	USER STORY NUMBER	USER TASK/STORY	STORY POINTS	PRIORITY	TEAM MEMBERS
SPRINT-3	DIET PLAN	USN-9	DIETITIAN PROVIDE DAILY PLANS FOR USER.	9	HIGH	BRITHISH M DHINESH T KRISHNA KUMAR P THIRUPATHI REDDY
SPRINT-3	PERSONALIZED DIETITIAN	USN-10	PREMIUM USER GET DIETS FROM A SPECIFIED DIETITIAN DAILY.	6	MEDIUM	
SPRINT-3	MONITORING	USN-11	MONITOR DAILY WATER INTAKE AND GET PERIODIC REMAINDERS.	6	MEDIUM	
SPRINT-3	HEALTH DETAILS MANAGEMENT	USN-12	USER GET DIETS ACCORDING TO BODY CONDITION OF USER.	6	MEDIUM	
SPRINT-3	STORING DATA	USN-13	USER CAN STORE DATA TO PREDICT HEALTH CONDITIONS.	7	MEDIUM	THIRUPATHI REDDY KRISHNA KUMAR P
SPRINT-3	REPORT PAGE	USN-14	USER CAN REPORT QUERIES.	9	HIGH	
SPRINT-3	DASHBOARD	USN-15	USER CAN VIEW THE SOLUTION FOR THEIR QUERY.	9	HIGH	
SPRINT-4	BASIC EXERCISE	USN-16	USER CAN FOLLOW EXERCISE & MAINTAIN PROPER WEIGHT.	10	HIGH	DHINESH T BRITHISH M
SPRINT-4	HOME REMEDIES	USN-17	USER CAN FOLLOW HOME MEDICINE FOR COMMON DISEASES (COLD, FEVER, ETC.).	10	HIGH	
SPRINT-4	ANALYSE DATA	USN-18	USER ANALYSE PREVIOUS RECORDS TO CHECK IMPROVEMENTS.	8	HIGH	BRITHISH M DHINESH T KRISHNA KUMAR P THIRUPATHI REDDY
SPRINT-4	USER EXPERIENCE	USN-19	DEVELOPER PROVIDE SMOOTH & CLEAN INTERFACE TO USER.	10	HIGH	
SPRINT-4	PAYMENT	USN-20	DEVELOPER CREATE EASY PAYMENT GATEWAY WITH PAYMENT OPTIONS.	8	HIGH	
SPRINT-4	FEEDBACK	USN-21	USER CAN PROVIDE FEEDBACK	6	MEDIUM	
SPRINT-4	SECURITY CHECK	USN-22	ADMINISTRATOR MUST CONFIRM THAT DATA ARE SECURED.	10	HIGH	
SPRINT-1	LOGOUT	USN-23	USER CAN LOGOUT FROM APP.	9	HIGH	

## PROJECT TRACKER, VELOCITY & BURN DOWN (4 MARKS):

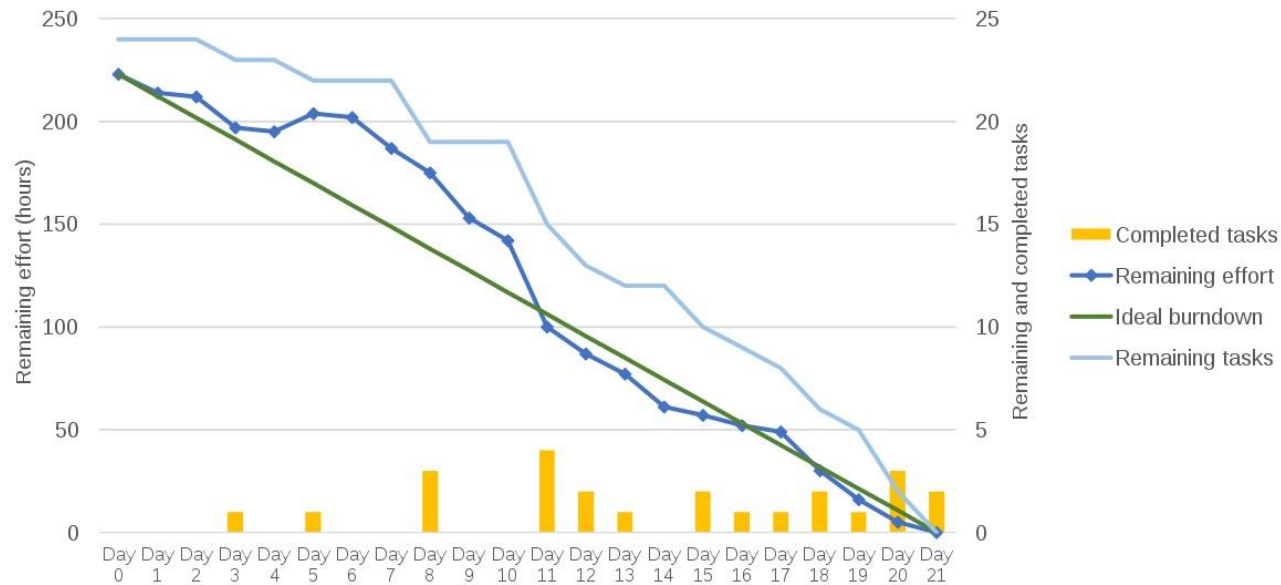
### VELOCITY:

IMAGINE WE HAVE 10-DAY SPRINT DURATION, AND THE VELOCITY OF THE TEAM IS 20 (POINTS/SPRINT). LET'S CALCULATE THE TEAM'S AVERAGE VELOCITY (AV)/ITERATION UNIT (STORY POINTS/DAY).

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

### BURN DOWN CHART:

A BURN DOWN CHART IS A GRAPHICAL REPRESENTATION OF WORK LEFT TO DO VERSUS TIME. IT IS OFTEN USED IN AGILE SOFTWARE DEVELOPMENT METHODOLOGIES SUCH AS SCRUM. HOWEVER, BURN DOWN CHARTS CAN BE APPLIED TO ANY PROJECT CONTAINING MEASURABLE PROGRESS OVER TIME.



AN APPROXIMATE WORK PLAN IN BURN DOWN