# Project Planning Phase

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

| | |
|---|---|
| **Date** | **04 November 2022** |
| **Team ID** | PNT2022TMID42886 |
| **Project Name** | **Emerging Methods for Early Detection of Forest Fires** |
| **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 | Registration | USN-1 | As a user, I can register for the application by entering my email, password, and confirming my password. | 20 | High | BOOBALAN<br>SAKTHIGANESH<br>VIMALRAJ<br>LIJINS |
| Sprint-1 | | USN-2 | As a user, I will receive confirmation email once I have registered for the application usage. | 20 | High | BOOBALAN<br>LIJINS<br>SAKTHIGANESH<br>VIMALRAJ |
| Sprint-2 | Input | USN-3 | Whenever the fire is detected, the information is given to the database. | 20 | High | BOOBALAN<br>SAKTHIGANESH<br>LIJINS<br>VIMALRAJ |

| | | | | | | |
|---|---|---|---|---|---|---|
| Sprint-2 | | USN-4 | When it is the wildfire then the alarming system is activated. | 20 | High | BOOBALAN VIMALRAJ LIJINS SAKTHIGANESH |
| **Sprint** | **Functional Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-3 | Output | USN-5 | And the alarm also sent to the corresponding departments and made them know that the wildfire is erupted. | 20 | High | BOOBALAN LIJINS VIMALRAJ SAKTHIGANESH |
| Sprint-4 | Action | USN-6 | Required actions will be taken in order to controlled erupted wildfire by reaching as early as possible to the destination with the help of detecting systems. | 20 | High | BOOBALAN SAKTHIGANESH LIJINS VIMALRAJ |

| **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 | 3 Days | 04 Nov 2022 | 07 Nov 2022 | 20 | 07 Nov 2022 |
| Sprint-2 | 20 | 3 Days | 08 Nov 2022 | 11 Nov 2022 | 20 | 11 Nov 2022 |
| Sprint-3 | 20 | 3 Days | 12 Nov 2022 | 15 Nov 2022 | 20 | 15 Nov 2022 |
| Sprint-4 | 20 | 3 Days | 16 Nov 2022 | 19 Nov 2022 | 20 | 19 Nov 2022 |

**Project Tracker, Velocity & Burndown Chart: (4 Marks)** **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 iteration unit (story points per day)

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