

## Project Planning Phase

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

Date	22 October 2022
Team ID	PNT2022TMID06865
Project Name	Project - RETAIL STORE STOCK INVENTORY ANALYTICS
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 Retailer, I can log into the application by entering email & password (provided by developer	1	High	Mohamed Aqib Nishad M Nithisha G Arulprasanth A
Sprint-2	Add Product	USN-2	As a Retailer, I will be able to add the product by entering their details(product name,price and category).	8	High	Mounisha R Nithisha G
Sprint-2	Update Product	USN-3	As a Retailer, I can able to update the product details by entering the product id(product idKnown by clicking view product button,Generated by the system while adding)	1	Low	Mohamed Aqib Nishad M Mounisha R
Sprint-2	Delete Product	USN-4	As a Retailer, I can able to delete the product as it is no longer needed by entering the product id(product id- Known by clicking view product button,Generated by the system while adding)	1	Low	Arulprasanth A
Sprint-2	View Products	USN-5	As a Retailer I am able to view the list of products by clicking the view product button in the stocks tab.	3	High	Mohamed Aqib Nishad M Nithisha G

<b>Sprint</b>	<b>Functional Requirement (Epic)</b>	<b>User Story Number</b>	<b>User Story / Task</b>	<b>Story Points</b>	<b>Priority</b>	<b>Team Members</b>
Sprint-1	Add Category	USN-6	As a Retailer I am able to add category by entering category details (Category name)	5	High	Mohamed Aqib Nishad M Arulprasanth A
Sprint-1	Update Category	USN-7	As a Retailer, I am able to update the category details by selecting the category name.	3	Low	Nithisha G
Sprint-1	Delete Category	USN-8	As a Retailer, I am able to delete the category details by selecting the category name as it is no longer needed.	2	Low	Mounisha R Arulprasanth A
Sprint-2	Order Product	USN-9	As a Retailer I am able to order the products by entering customer details,product id and quantity.	5	High	Mohamed Aqib Nishad M
Sprint-2	View Summary	USN-10	As a Retailer I can view the summary of the inventory such as total orders,stock details and sales details.	13	High	Arulprasanth A
Sprint-2	View Bills	USN-11	As a Retailer I can view bills based on the amount,date and customer.	2	Medium	Nithisha G Arulprasanth A
Sprint-3	Add Employee	USN-12	As a Retailer I can add employees by entering their details.	3	High	Mohamed Aqib Nishad M
Sprint-3	Update Employee	USN-13	As a Retailer I can Update the employee details by entering their id.	1	Low	Mohamed Aqib Nishad M Mounisha R
Sprint-3	Delete Employee	USN-14	As a Retailer I can Delete the employee as it is no longer needed.	1	Low	Arulprasanth A
Sprint-3	View profile	USN-15	As a Retailer I can View list of employees and their details by clicking the view profile button.	2	Medium	Mounisha R Nithisha G
Sprint-3	Notify on critical stock	USN-16	As a Retailer I can view the notification (due to understock and overstock) via mobile phone and dashboard(Home page).	8	High	Mohamed Aqib Nishad M
Sprint-3	Add daily purchase	USN-17	As a Retailer I can add the daily purchase by Entering the product Id and quantity.	5	High	Mounisha R

<b>Sprint</b>	<b>Functional Requirement (Epic)</b>	<b>User Story Number</b>	<b>User Story / Task</b>	<b>Story Points</b>	<b>Priority</b>	<b>Team Members</b>
Sprint-1	Login	USN-18	As a Employee I can log into the application by entering email & password (provided by developer)	1	High	Mounisha R Arulprasanth A
Sprint-4	Order Product	USN-19		5	High	Nithisha G
Sprint-4	View Summary	USN-20		8	High	Mohamed Aqib Nishad M
Sprint-4	View Bills	USN-21		2	Medium	Mounisha R Arulprasanth A
Sprint-4	Add Daily Purchase	USN-22		3	High	Nithisha G

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

<b>Sprint</b>	<b>Total Story Points</b>	<b>Duration</b>	<b>Sprint Start Date</b>	<b>Sprint End Date (Planned)</b>	<b>Story Points Completed (as on Planned End Date)</b>	<b>Sprint Release Date (Actual)</b>
Sprint-1	12	6 Days	24 Oct 2022	29 Oct 2022	12	29 Oct 2022
Sprint-2	33	6 Days	31 Oct 2022	05 Nov 2022	33	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-4	18	6 Days	14 Nov 2022	19 Nov 2022	18	19 Nov 2022

**Velocity:**

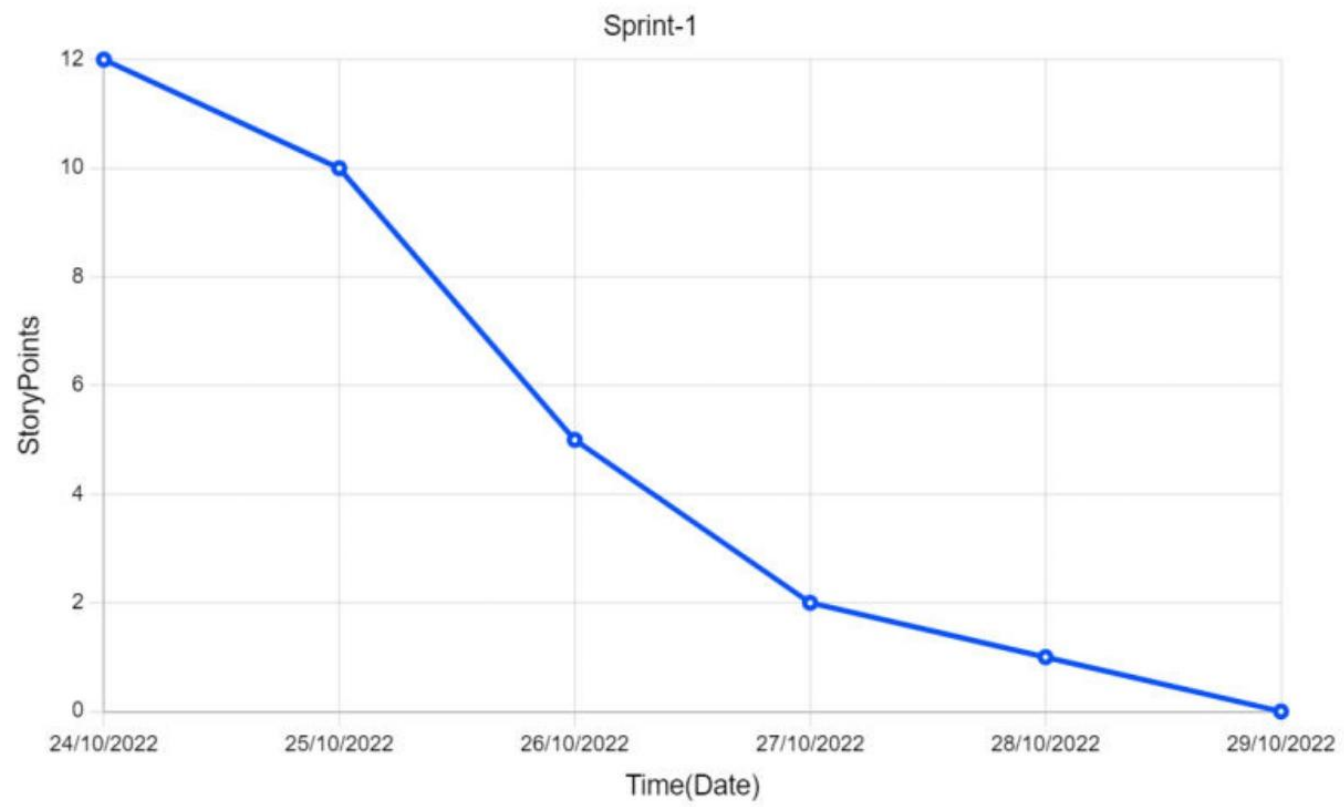
Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

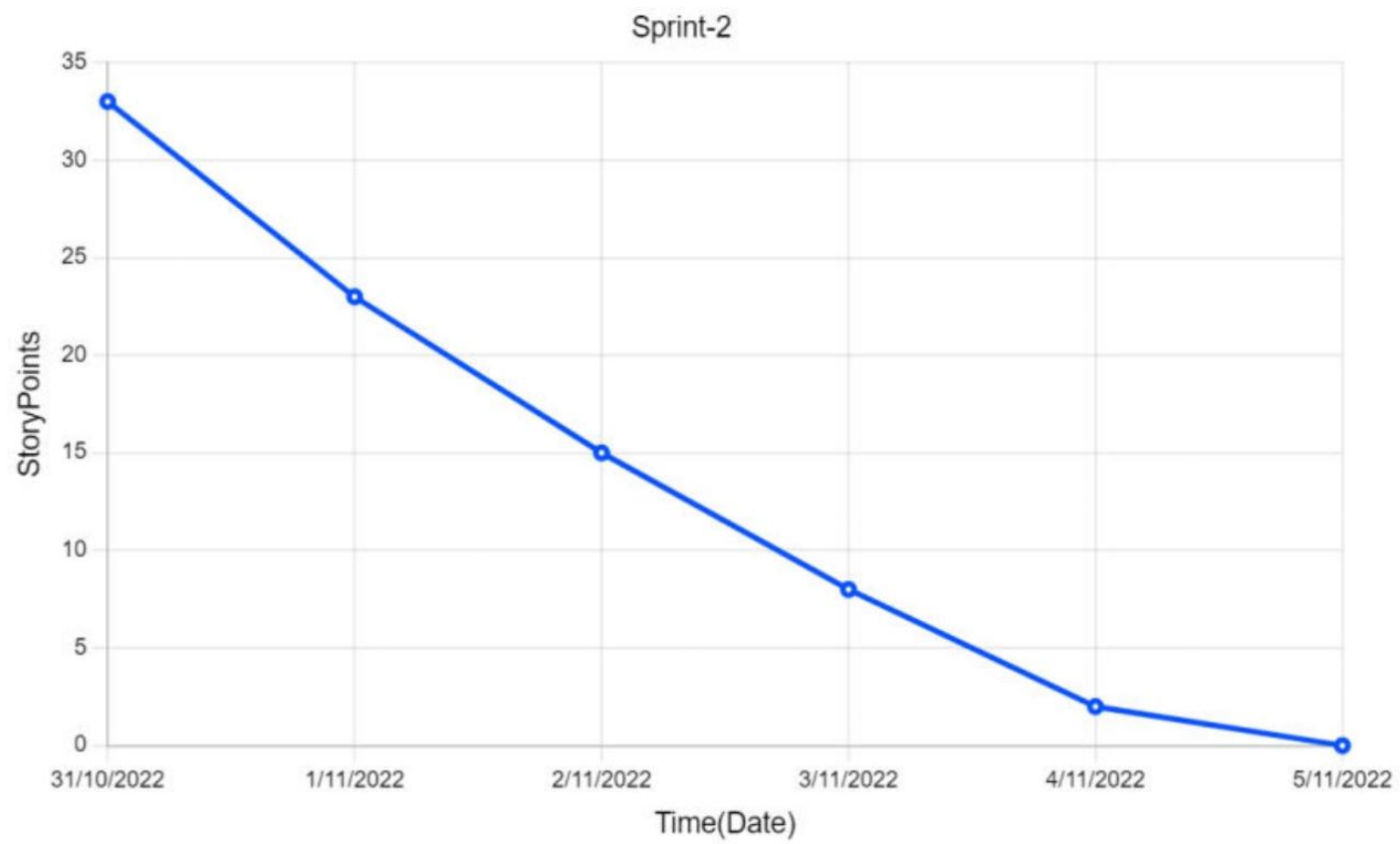
$$AV = \frac{\text{sprint duration}}{\text{velocity}} = \frac{20}{10} = 2$$

Sprint	Total Story Points	Duration	Average Velocity
Sprint-1	12	6 Days	12/6 = 2
Sprint-2	33	6 Days	33/6 = 5.5
Sprint-3	20	6 Days	20/6 = 3.3
Sprint-4	18	6 Days	18/6 = 3
Overall	83	24 Days	83/24 = 3.45

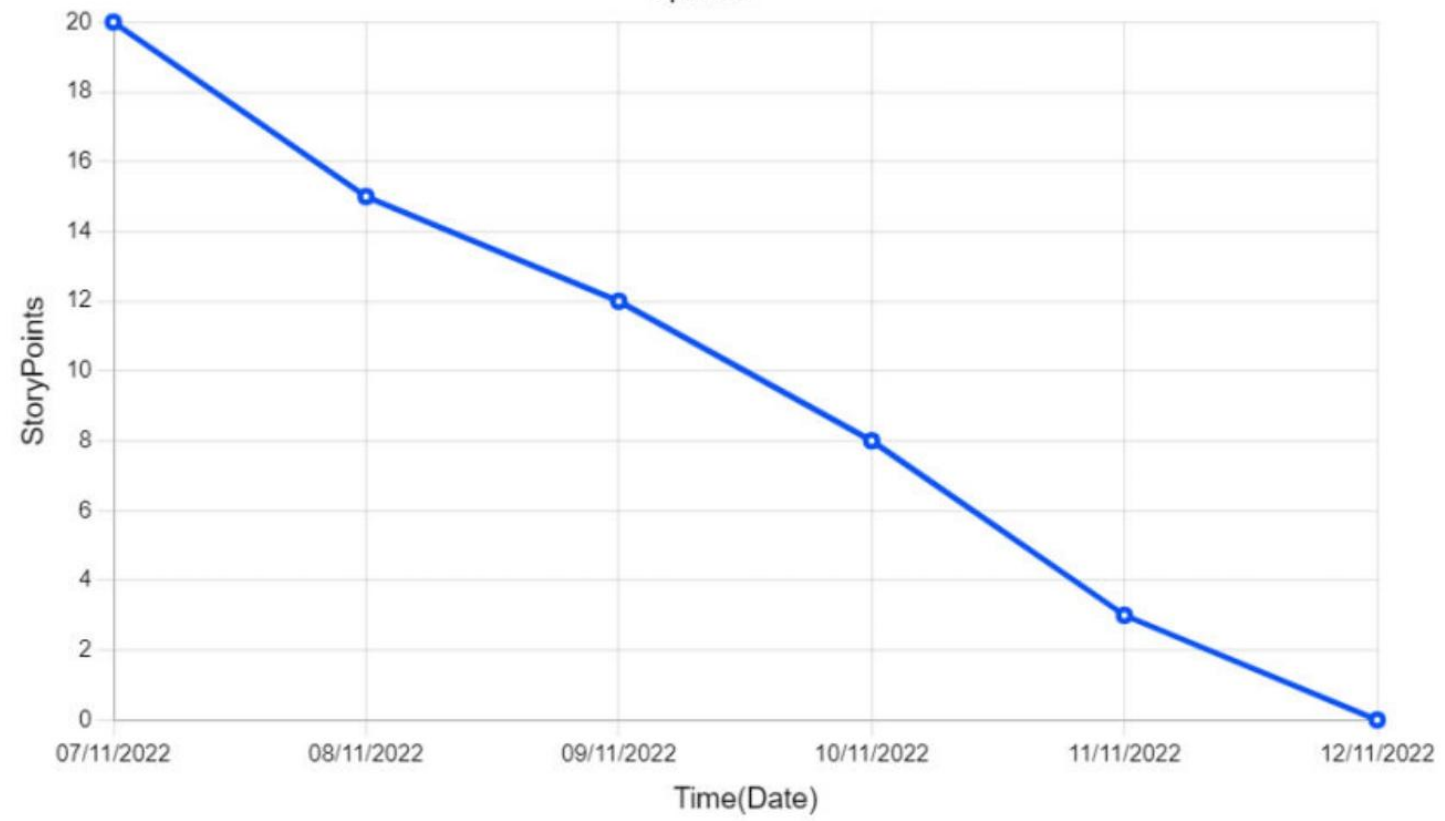
**Burndown Chart:**

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.

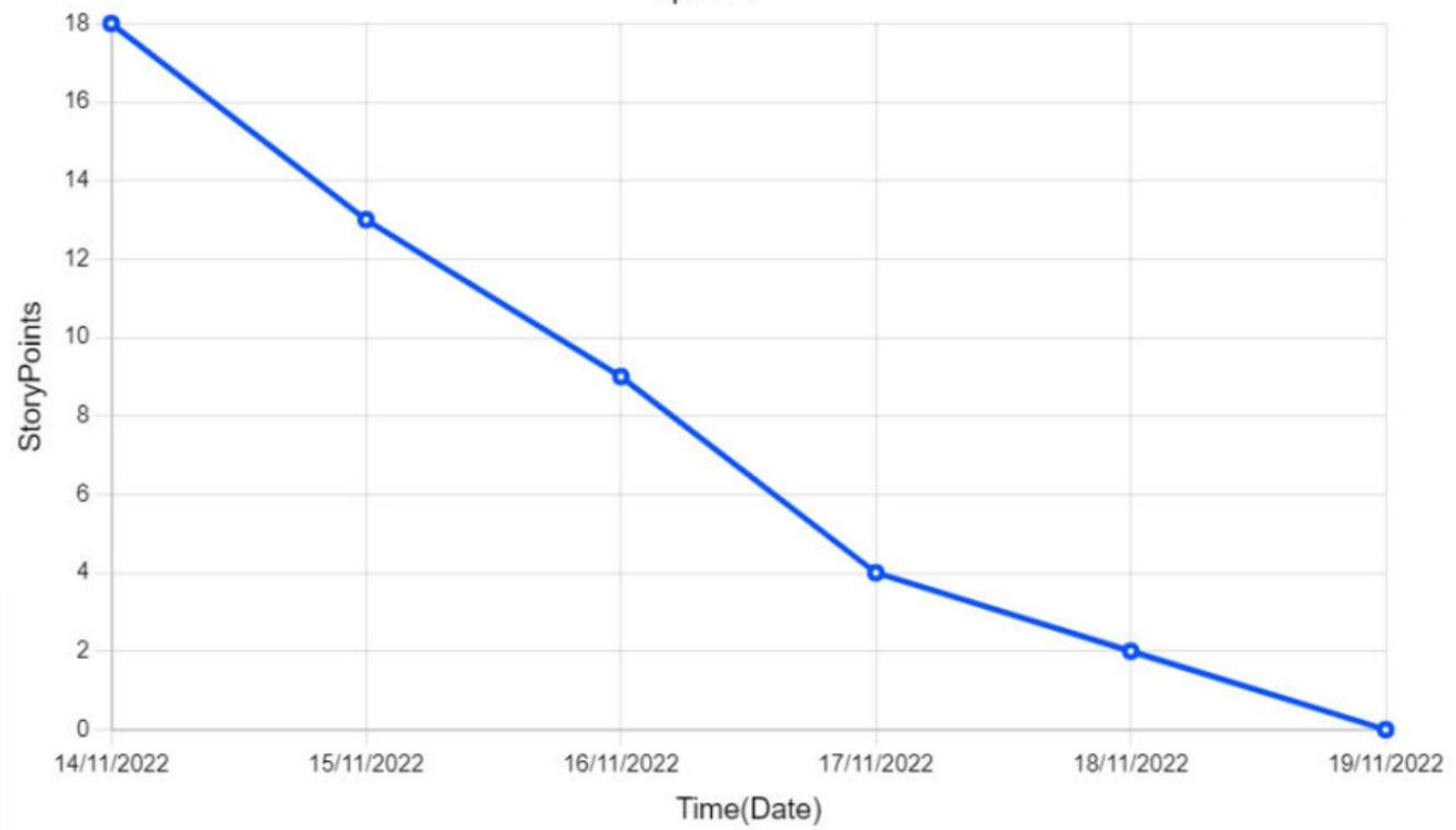




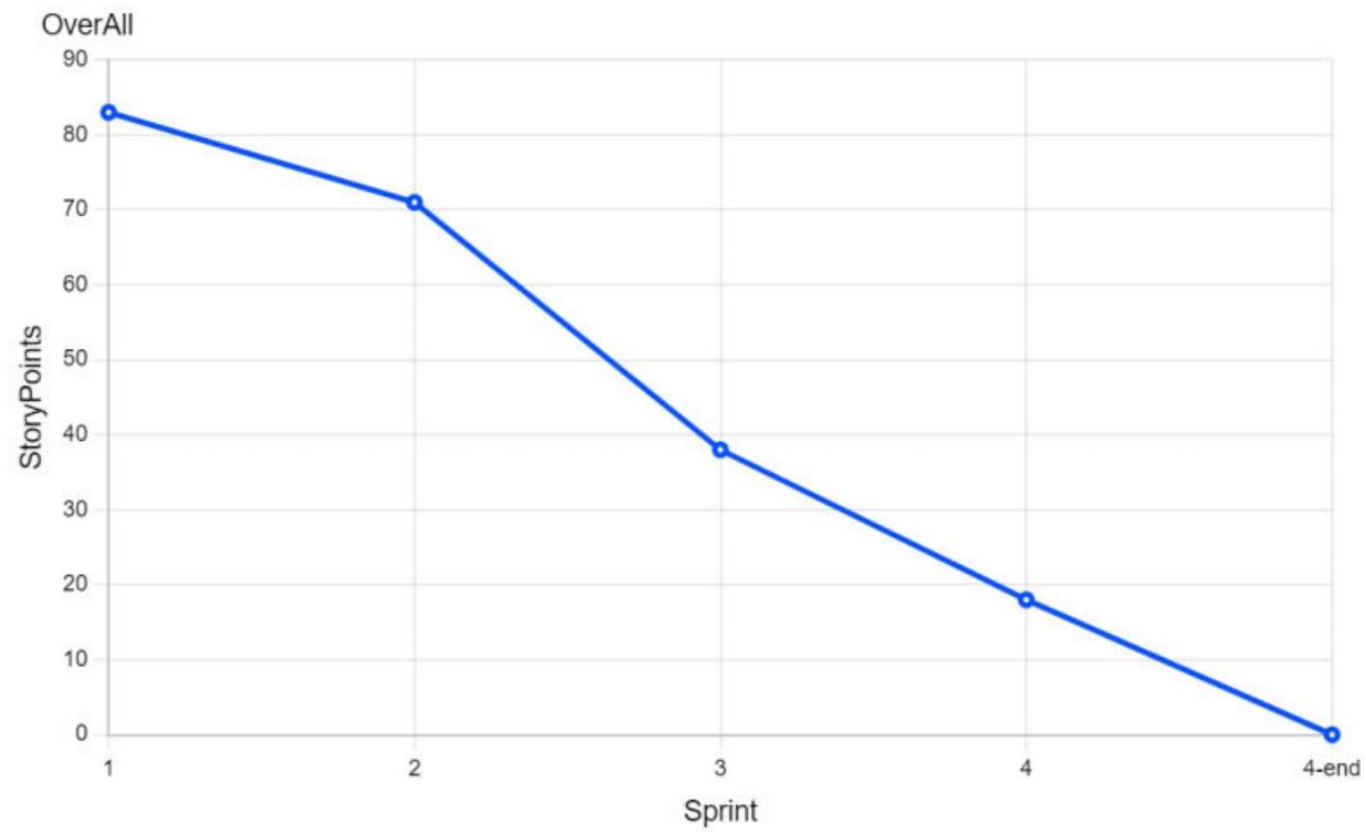
Sprint-3



Sprint-4







Project Planning  
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## Roadmap

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