

Project Planning Phase

Project Planning Template

Date	12 November 2022
Team ID	PNT2022TMID51072
Project Name	Virtual Eye - Life Guard for Swimming Pools to Detect Active Drowning
Maximum Marks	4 Marks

Sprint Delivery Plan

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	8	5 Days	24 Oct 2022	28 Oct 2022	6	29 Oct 2022
Sprint-2	12	5 Days	31 Oct 2022	04 Nov 2022	12	05 Nov 2022
Sprint-3	14	5 Days	07 Nov 2022	11 Nov 2022	11	12 Nov 2022
Sprint-4	10	5 Days	14 Nov 2022	18 Nov 2022	12	19 Nov 2022

Velocity:

Let's calculate the team's average velocity (Vavg) per iteration unit (story points per day)

For Sprint-1 the Average Velocity (Vavg) is: $V_{avg} = \text{Sprint Duration} / \text{velocity} = 8 / 5 = 1.6V$

For Sprint-2 the Average Velocity (Vavg) is: $V_{avg} = \text{Sprint Duration} / \text{velocity} = 12 / 5 = 2.4V$

For Sprint-3 the Average Velocity (Vavg) is: $V_{avg} = \text{Sprint Duration} / \text{velocity} = 14 / 5 = 2.8V$

For Sprint-4 the Average Velocity (Vavg) is: $V_{avg} = \text{Sprint Duration} / \text{velocity} = 10 / 5 = 2.0V$

TOTAL TEAM AVERAGE VELOCITY = 2.2

BURNDOWN CHART:

