Project Planning Phase

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

Team ID	PNT2022TMID41774
Project Name	Emerging Methods for Early Detection ofForest Fires
Maximum Marks	2Marks

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	Charumathi V Premalatha K Harshini SS Sowmiya S
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application usage.	20	High	Charumathi V Premalatha K Harshini SS Sowmiya S
Sprint-2	Input	USN-3	Whenever the fire is detected, the information is given to the database.	20	High	Charumathi V Premalatha K Harshini SS Sowmiya S

Sprint-2		USN-4	When it is the wildfire then the alarming system is activated.	20	High	Charumathi V Premalatha K Harshini SS Sowmiya S
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	Charumathi V Premalatha K Harshini SS Sowmiya S
Sprint-4	Action	USN-6	Required actions will be taken in order to control erupted wildfire by reaching as early as possible to the destination with thehelp of detecting systems.	20	High	Charumathi V Premalatha K Harshini SS Sowmiya S

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)

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

Average velocity of sprint-1: AV = 17/8 = 2.125
Average velocity of sprint-2: AV = 11/4 = 2.75
Average velocity of sprint-3: AV = 22/5 = 5.5
Average velocity of sprint-4: AV = 15/4 = 3.75

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.