

Project Planning Phase

Date	14 November 2022
Team ID	PNT2022TMID51354
Project Name	Project – Containment Zone Alerting Application
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	User can create an account by providing mail id and password.	5	High	1,2,3,4
Sprint-2	Registration/Login	USN-2	Two step authentication using one time password to provide mail id or phone number.	10	High	1,2,3,4
Sprint-1	Login	USN-3	Using registered mail id.	5	high	1,2,3,4
Sprint-1	Main dashboard	USN-4	User need to complete account settings like giving the details about their address.	10	high	1,2,3,3
Sprint-2	Hub maintenance	USN-5	User can able create separate account for individual hub.	10	High	1,2,3,4
Sprint-4	Communication System	USN-6	Users and Hub managers can get the details of the people through via mail.	20	Medium	1,2,3,4

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	20	6 Days	24 Oct 2022	29 Oct 2022	20	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	05-Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	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)

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