Project Planning Phase

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

|  |  |  |
| --- | --- | --- |
| Date | **29 October 2022** |  |
| Team ID | **PNT2022TMID31845** |  |
| Project Name | **Smart Solutions For Railways** |  |
| Maximum Marks | **8 Marks** |  |

## Product Backlog, Sprint Schedule, and Estimation (4 Marks)

Use the below template to create product backlog and sprint schedule

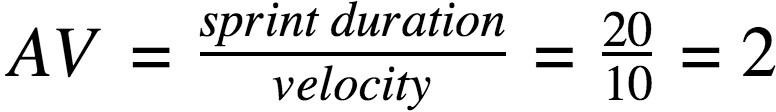
|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-1 | Registration | USN-1 | As a user, I can register for the application by entering my email, password, and confirming my password. | 2 | High | Bharanikavi.M |
| Sprint-1 |  | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 1 | High | Gokulakannan.C |
| Sprint-2 |  | USN-3 | As a user, I can register for the application through Facebook | 2 | Low | Piraisudan.D |
| Sprint-1 |  | USN-4 | As a user, I can register for the application through Gmail | 2 | Medium | Dinesh.N |
| Sprint-1 | Login | USN-5 | As a user, I can log into the application by entering email & password | 1 | High | Sanjay.M |

## 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 | 30 | 05 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 40 | 11 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 50 | 16 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)



# BURNDOWN

100%

95%

90%

85%

Series 3

work bending

guiding lines

80%

75%

sprint 1

sprint 2

sprint 3

sprint 4

VELOCITY

6

5

4

3

2

COMMITMENT

WORK COMPLETED

Column1

1

0

SPRINT 1 SPRINT 2 SPRINT 3 SPRINT 4