

## PROJECT PLANNING PHASE

DATE	16 November 2022
TEAM ID	PNT2022TMID51291
PROJECT NAME	INVENTORY MANAGEMENT SYSTEM FOR RETAILORS
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 business mail id and password	5	High	1,2,3
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
Sprint-1	Login	USN -3	Using registered mail Id	5	High	1,2,3
Sprint-1	Main dashboard	USN -4	User need to complete account settings like giving the details about their inventory and their branches	10	High	1,2,3
Sprint-2	Hub maintenance	USN -5	User can able to create a separate account for individual hub and he can able to create access policy to share their account with their hub managers	10	High	1,2,3
Sprint-3	Hub dashboard login	USN -6	Hub mangers can able to login to the account to access their allotted hub details	10	High	1,2,3
Sprint-3	Hub dashboard	USN -7	Hub mangers can able to add product details and production details. They can also provide access to their allotted space to others.	10	High	1,2,3
Sprint-4	Communication system	USN -8	User and hub mangers can get the details of the stock moment via mail or chat bot .	20	Medium	1,2,3

### 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 perday)

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