

Project Planning Phase

Sprint Delivery Plan

Date	3 November 2022
Team ID	PNT2022TMID33969
Project Name	Emerging methods for early detection of forest fire
Marks	8 marks

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

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	Akali Asmi Mol A Anusri V
Sprint-1		USN-2	As a user, I can register for the application through gmail, linkedin	1	High	Amala Bensit M Annie J Alex B
Sprint-2	Login	USN-2	As a user, I can login by using valid user name and password.	2	High	Akali Asmi Mol A Anusri V Amala Bensit M
Sprint-3	Dashboard	USN-3	As a user, I can view the garbage storage level.	2	Medium	Amala Bensit M Anusri V Akali Asmi Mol A

Sprint-4	Blynk-App	USN-4	Blynk Server is responsible for all the communications between the smartphone and hardware.	2	High	Annie J Alex B Anusri V Amala Bensit M
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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)

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