# **Project Planning Phase**

| Date          | 10 November 2022                                      |
|---------------|---|
| Team ID       | PNT2022TMID34030                                      |
| Project Name  | Smart Waste Management System For Metropolitan Cities |
| 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 User Story User Story / Task Requirement (Epic) Number |       | Story Points  | Priority | Team<br>Members |             |
|----------|---|-------|---|----------|-----------------|-------------|
| Sprint-1 | Registration  | USN-1 | As a user, I can register for the application by entering my email, password, and confirming my password.                       | 4        | High            | C.Nivetha   |
| Sprint-1 | Confirmation  | USN-2 | As a user, I will receive confirmation email once I have registered for the application   | 4        | High            | S.Shajitha  |
| Sprint-2 |   | USN-3 | As a user, I can register for the application through Facebook  | 10       | Low             | R.V.Raveena |
| Sprint-1 |   | USN-4 | As a user, I can register for the application through Gmail   | 4        | Medium          | S.Sruthi    |
| Sprint-1 | Login   | USN-5 | As a user, I can log into the application by entering email & password  | 4        | High            | C.Nivetha   |
| Sprint-2 | Dashboard   | USN-6 | As a User, I can Navigate to the Dashboard 10 after successfully Login to the Application.                                      |          | High            | S.Shajitha  |
| Sprint-1 | Notification  | USN-7 | As a user when there is an anomalous situation with the child, a notification will be received through the fencing application. | 4        | High            | R.V.Raveena |
| Sprint-3 | Support   | USN-8 | As a User, I can connect with experts to clear Queries, they assist to overcome challenges by                                   | 10       | Medium          | S.Sruthi    |

| Sprint   | Functional<br>Requirement (Epic) | User Story<br>Number | User Story / Task   | Story Points | Priority | Team<br>Members |
|----------|----------------------------------|----------------------|---|--------------|----------|-----------------|
|          |                                  |                      | scanning for any glitches and monitoring the operation and by checking if all the users are authorized  |              |          |                 |
| Sprint-3 | Login                            | USN-9                | As an Administrator, I can set the Geofence Location Limit and make sure the database encompassing the locations is secure, factual and updated constantly. | 10           | High     | S.Sruthi        |

#### **Project Tracker, Velocity & Burndown Chart: (4 Marks)**

| Sprint   | Total Story<br>Points | Duration | Sprint Start Date | Sprint End Date (Planned) | Story Points<br>Completed (as on<br>Planned End Date) | Sprint Release Date (Actual) |
|----------|-----------------------|----------|-------------------|---------------------------|---|------------------------------|
| Sprint-1 | 20                    | 6 Days   | 24 Oct 2022       | 29 Oct 2022               | 20  | 3 Nov 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)

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

#### **Burndown 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.

## **Burndown Chart**

