Project Planning Phase

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

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 Numb er	User Story / Task	Priority	Acceptance criteria	Team Membe rs
Sprint-1	UI Design	USN-1	As a user, I can see and experience an awesome user interface in the website	Medium	Better Impression about awebsite	4
Sprint-1	Registration	USN-2	As a user, I can register for the applicationby entering my email, password.	High	I can access my account I dashboard	4
Sprint-1		USN-3	As a user, I will receive confirmation emailonce I have registered for the application	High	I can receive confirmationemail & click confirm	4
Sprint-1	Login	USN-6	As a user, I can log into the application by entering email & password	High	I can access my account I dashboard	4
Sprint-1	Flask	USN-7	As a user, I can access the website in a second.	High	I can access my account I dashboard	4

Sprint-1	Dashboard	USN-8	As a user, If I Logged in correctly, I can view my dashboard and I can navigate. to any pages which are already listed there.	High	I can access all the pages/dashboard	4	
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Sprint-2	User Profile	USN-9	As a user, I can view and update mydetails	Medium	I can modify my details/data	4
Sprint-2	Database	USN-10	As a user, I can store my details anddata in the website w	Medium	I can store my data	4
Sprint-2	Cloud Storage	USN-11	As a user, I can upload my resume in the website.	Medium	I can Upload my documentsanddetails	4
Sprint-2	Chatbot	USN-12	As a user, I can ask the Chatbot about latest job openings, which will help me and show the recent job openings based on my profile	High	I can know the recentjobopenings	4

by entering by correct login accountsafely credentials. Myuser credentials is only displayed to me.	Sprint-2	Identity-Aware	USN-13	•	High	I can have my accountsafely	4	
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Sprint	Functional Requirement (Epic)	User Story Numb er	User Story / Task	Priority	Acceptance criteria	Team Members
Sprint-3	Sendgrid service	USN-14	As a user, I can get a notification or mailabout a job opening with the help of sendgrid service.	Mediu m	I can get a notification in asecond.	4
Sprint-3	Docker	USN-16	As a user, I can access the website inanydevice	High	I can access my account inanydevice	4
Sprint-3	Kubernates	USN-17	As a user, I can accessthe websiteinany device	High	I can access my account inany device	4
Sprint-3	Deployment in cloud	USN-18	As a user, I can accessthe websiteinany device	High	I can access my account inany device	4

Sprint-3	Technical support	USN-19	As a user, I can get a customer care support from the website which willsolve my queries.	Mediu m	I can tackle my problem &queries.	4
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Sprint	Functional Requirement (Epic)	User Story Numb er	User Story / Task	Priority	Acceptance criteria	Team Members
Sprint-4	Unit Testing	USN-15	As a user, I can accessthe website without any interruption	High	I can access the websitewithoutany interruption	4
Sprint-4	Integration testing	USN-16	As a user, I can accessthe website without any interruption	High	I can access the websitewithoutany interruption	4
Sprint-4	Syste m testin g	USN-17	As a user, I can accessthe website without any interruption	High	I can access the websitewithoutany interruption	4
Sprint-4	Correction	USN-18	As a user, I can accessthe website without any interruption	High	I can access the websitewithoutany interruption	4

Sprint-4	Acceptance testing	USN-19	As a user, I can accessthe website without any interruption	High	I can access the websitewithoutany interruption	
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Sprint Delivery planning:

Project Tracker & Velocity: (4 Marks)

Sprint	Tot al Sto ry 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	06 Nov 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	10 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	15 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 averagevelocity (AV) per iteration unit (story points per day)

AV= sprint duration/Velocity= 20 /2 velocity= 10

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.

