

## Project Planning Phase

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

Date	29 October 2022
Team ID	PNT2022TMID51098
Project Name	Real-Time River Water Quality Monitoring and Control System
Maximum 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	Naveenkumar ,Vijayarammsen, Vijayalaxmanasen,Ramesh kumar,Saravanakumar
Sprint-1	User Confirmation	USN-2	As a user, I will receive confirmation email once I have registered for the application	1	Medium	Naveenkumar ,Vijayarammsen, Vijayalaxmanasen,Ramesh kumar,Saravanakumar
Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password	2	High	Naveenkumar ,Vijayarammsen, Vijayalaxmanasen,Ramesh kumar,Saravanakumar
Sprint-2	Interface Sensor	USN-1	A sensor interface is a bridge between a device and any attached sensor. The interface takes data collected by the sensor and outputs it to the attached device.	2	High	Naveenkumar ,Vijayarammsen, Vijayalaxmanasen,Ramesh kumar,Saravanakumar
Sprint-3	Coding(Accessing datasets)	USN-1	Coding is a set of instructions used to manipulate information so that a certain input results in a particular output.	2	High	Naveenkumar ,Vijayarammsen, Vijayalaxmanasen,Ramesh kumar,Saravanakumar
Sprint-4	Web Application	USN-1	As a user ,I will show the current information of the River Water.	1	Medium	Naveenkumar ,Vijayarammsen, Vijayalaxmanasen,Ramesh kumar,Saravanakumar

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

<b>Sprint</b>	<b>Total Story Points</b>	<b>Duration</b>	<b>Sprint Start Date</b>	<b>Sprint End Date (Planned)</b>	<b>Story Points Completed (as on Planned End Date)</b>	<b>Sprint Release Date (Actual)</b>
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)

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

Burndown Chart:

