Project Planning Phase

Project Planning Template (Product Backlog, Sprint Planning, Stories, Storypoints)

Date	26 October 2022
Team ID	PNT2022TMID33538
Project Name	Project – IoT-Personal Assistance for seniors who are self-reliant.
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	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	S.Keerthana and R.Mahalakshmi
Sprint-2	Authorization	USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	K.Rajeswari and M.Priyanka
Sprint-3	User interface	USN-3	Using Mobile application it is easy receive an alert when the medicine is missed to take and also giving correct medicines at correct time.	2	Medium	K.Rajeswari and M.Priyanka
Sprint-4	System Design	USN-4	Uses cloud database to store medicinal reports. Connecting API to the cloud and mobile application. Connecting an IOT device to the cloud	2	High	S.Keerthana and R.Mahalaksmi

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	5 Days	24 Oct 2022	29 Oct 2022	20	29 Oct 2022
Sprint-2	15	4 Days	31 Oct 2022	05 Nov 2022	15	31 Oct 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	07 Nov 2022
Sprint-4	20	10 Days	14 Nov 2022	19 Nov 2022	20	14 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).

Sprint 1 average velocity:

Average velocity = 20 / 5 = 4.0

Sprint 2 average velocity:

Average velocity = 15 / 4 = 3.7

Sprint 3 average velocity:

Average velocity = 20 / 6 = 3.3

Sprint 4 average velocity:

Average velocity = 20 / 10 = 2

Burn-down 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.