Project Planning Phase

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

| Date | 18 October 2022 |
|---------------|---|
| Team ID | PNT2022TMID25362 |
| Project Name | VirtualEye- Life Guard for Swimming Pools |
| | to Detect Active Drowning |
| 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 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 | 4 |
| Sprint-1 | User confirmation | USN-2 | As a user, I will receive confirmation email once 2 I have registered for the application | | Medium | 4 |
| Sprint-2 | Login | USN-3 | As a user, I can log into the application by 2 entering email & password | | High | 4 |
| Sprint-2 | Cloudant DB | USN-1 | Create database | 2 | High | 4 |
| Sprint-3 | Coding (Accessing database) | USN-1 | Coding set of instructions used to manipulate information so that a certain input result in a particular output. | 2 | High | 4 |
| Sprint-4 | Application Building | USN-1 | As a Lifeguard, it will show the current information of swimming pool | 1 | Medium | 4 |

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 | 8 | 6 Days | 24 Oct 2022 | 29 Oct 2022 | 20 | 29 Oct 2022 |
| Sprint-2 | 14 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 20 | 04 Nov 2022 |
| Sprint-3 | 16 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 20 | 11 Nv 2022 |
| Sprint-4 | 12 | 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)

For Sprint-1 the Average Velocity (AV) is: AV=Sprint Duration /velocity= 8/6=1.3V

For Sprint-2 the Average Velocity (AV) is: AV=Sprint Duration /velocity= 14/6=2.3V

For Sprint-3 the Average Velocity (AV) is: AV=Sprint Duration /velocity= 16/6=2.6V

For Sprint-4 the Average Velocity (AV) is: AV=Sprint Duration /velocity= 12/6=2.0V