

Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID32929
Project Name	Project – Personal Expense Tracker Application
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	Peararulselvi Mohamed Yasar Saraswathi Subasri
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Peararulselvi Mohamed Yasar Saraswathi Subasri
Sprint-1		USN-3	As a user, I can register for the application through Facebook	2	Low	Peararulselvi Mohamed Yasar Saraswathi Subasri
Sprint-1		USN-4	As a user, I can register for the application through Gmail	2	Medium	Peararulselvi Mohamed Yasar Saraswathi Subasri
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	Peararulselvi Mohamed Yasar Saraswathi Subasri

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2	Dashboard	USN-6	Logging in takes the user to their dashboard.	2	High	Peararulselvi Mohamed Yasar Saraswathi Subasri
Sprint-2		USN-7	As a user, I will update my balance amount or income at the start of each month.	2	Medium	Peararulselvi Mohamed Yasar Saraswathi Subasri
Sprint-2		USN-8	As a user , I will set a limit of the amount to spend.	2	Medium	Peararulselvi Mohamed Yasar Saraswathi Subasri
Sprint-3	Database	USN-9	As a user , I can view the track of my expenses	4	High	Peararulselvi Mohamed Yasar Saraswathi Subasri
Sprint-4	Deployment	USN-10	Container of applications using docker kubernetes and deployment the application.	4	High	Peararulselvi Mohamed Yasar Saraswathi Subasri

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	6 Days	24 Oct 2022	29 Oct 2022	8	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	6	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	4	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	4	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)

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

$$1) AV = \frac{\text{sprint duration}}{\text{Velocity}} = \frac{8}{6} = 1.33$$

$$2) AV = \frac{\text{sprint duration}}{\text{Velocity}} = \frac{6}{6} = 1$$

$$3) AV = \frac{\text{sprint duration}}{\text{Velocity}} = \frac{4}{6} = 0.67$$

$$4) AV = \frac{\text{sprint duration}}{\text{Velocity}} = \frac{4}{6} = 0.67$$

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.

