

Project Planning Phase

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

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| Team ID | PNT2022TMID51128 |
| Project Name | Project -Iot Based Safety Gadget For Child Safety Monitoring And Notification |
| 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 | Installation | USN-1 | As a user, I have the option of installing an online simulator. | 1 | Medium | Prakathi S |
| Sprint-1 | | USN-2 | As a user, I can connect the necessary parameters in the device. | 2 | High | Vinothini Rajam R |
| Sprint-1 | Activation | USN-3 | As a user, I have the ability to activate the Device | 2 | medium | Vijayasankari P |
| Sprint-1 | Simulation | USN-4 | I will write the code in this simulation as a user. | 3 | high | Sushma A |
| Sprint-1 | | USN-5 | As a user, I can run the programme to see if the error is present. | 4 | High | Prakathi S |
| Sprint-2 | Cloud | USN-1 | As a user, I build a cloud server. | 2 | Medium | Sushma A |

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|----------|-------------------------------|-------------------|--|--------------|----------|-------------------|
| Sprint-2 | | USN-2 | As a user, I can enter the device specifications into the cloud that has been created. | 2 | Medium | Vinothini Rajam R |
| Sprint-2 | | USN-3 | As a user, I can connect my device to the cloud. | 3 | high | Vijayasankari P |
| Sprint-2 | | USN-4 | As a user, I can connect my device to the cloud via wifi. | 5 | high | Prakathi S |
| Sprint-3 | Editor | USN-1 | I can provide a browser-based editor as a programmer | 2 | low | Vinothini Rajam R |
| Sprint-3 | | USN-2 | As an editor, I can easily connect flows using the palette's diverse nodes. | 3 | medium | Sushma A |
| Sprint-3 | | USN-3 | With just one click, I can be set up for use at runtime. | 5 | high | Vijayasankari P |
| Sprint-3 | Node.js | USN-1 | I am able to use the Node.js platform as a programmer. | 3 | medium | Sushma A |
| Sprint-3 | Geofence nodes | USN-2 | I can add the geofence nodes to the palette as a user. | 3 | high | Prakathi S |
| Sprint-3 | HTTP | USN-3 | As a programmer, I can talk to the tool using HTTP. | 2 | medium | Vinothini Rajam R |

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|---------------|--------------------------------------|--------------------------|--|---------------------|-----------------|---------------------|
| Sprint-4 | API | USN-1 | I can create API tokens as a user using the cloud. | 3 | medium | Vijayasankari P |
| Sprint-4 | API | USN-2 | I use API keys as a user to incorporate the programming tool. | 3 | medium | Sushma A |
| Sprint-4 | SMS | USN-3 | I can sign up for SMS (Subscriber Identity Module) services as a user. | 2 | high | Prakahti S |
| Sprint-4 | API | USN-1 | I can send messages to the client number as a user by using the API (Application Programming Interface). | 2 | high | Vijayasankari P |
| Sprint-4 | | USN-2 | I can receive messages as a user through SMS inform (Subscriber Identity Module). | 2 | high | Vinothini Rajam R |

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 | 12 | 6 Days | 24 Oct 2022 | 29 Oct 2022 | 12 | 29 Oct 2022 |
| Sprint-2 | 12 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 12 | 31 Oct 2022 |
| Sprint-3 | 18 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 18 | 12 Nov 2022 |
| Sprint-4 | 12 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 12 | 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)

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