## **Project Planning Phase**

## **Sprint Delivery Plan**

Date	14 November 2022
Team ID	PNT2022TMID33679
Project Name	Emerging Methods for Early Detection of Forest Fires

## **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.		High	Elamathi T Kusuma R Aruna D Boopathidass
Sprint-1	Login	USN-2	As a user, I will receive confirmation email once I have registered for the application.	20	High	Elamathi T Kusuma R Aruna D Boopathidass
Sprint-2	Input	USN-3	Whenever the fire is detected, the information is given to the database by permanent monitoring, data collection and processing.	20	High	Elamathi T Kusuma R Aruna D Boopathidass

Sprint-2	Action	USN-4	When it is the wildfire then the alarming system is activated.	20	High	Elamathi T
						Kusuma R
						Aruna D
						Boopathidass
Sprint-3	Output	USN-5	And the alarm also sent to the corresponding departments and made them know that the wildfire is erupted.	20	High	Elamathi T
						Kusuma R
						Aruna D
						Boopathidass
Sprint-4	Action	USN-6	Required actions will be taken to give	20	High	Elamathi T
			potential fire alert in order to control			Kusuma R
			erupted wildfire by reaching as early as possible to the destination with the help of			Aruna D
						Boopathidass
			detecting systems.			_

# Project Tracker, Velocity & Burn down Chart: (4 Marks) Project Tracker:

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	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:

The velocity of the team is 20 (points per sprint). The team's average velocity (AV) per iteration unit (story points per day)

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

Average velocity of sprint-1 = 17/8 = 2.125

Average velocity of sprint-2 = 11/4 = 2.75

Average velocity of sprint-3 = 22/5 = 5.5

Average velocity of sprint-4 = 15/4 = 3.75

#### **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.

