Project Planning Phase

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

Date	17-November-2022
Team ID	PNT2022TMID48657
Project Name	Smart waste management system
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	User Story	User Story / Task	Story Points	Priority	Team Members
	(Epic)	Number				
Sprint-1	Login	USN-1	As a Administrator, I need to give user id and passcode for ever workers over there in municipality	10	High	Ajith Kumar
Sprint-1	Login	USN-2	As a Co- Admin, I'll control the waste level by monitoring them vai real time web portal. Once the filling happens, I'll notify trash truck with location of bin with bin ID	10	High	Aravinth raj
Sprint-2	Dashboard	USN-3	As a Truck Driver, I'll follow Co- Admin's	20	Low	Muruganathan

			Instruction to reach the filling bin in short roots and save time			
Sprint-3	Dashboard	USN-4	As a Local Garbage Collector, I'II gather all the waste from the garbage, load it onto a garbage truck, and deliver it to Landfills	20	Medium	Manoj kumar
Sprint-4	Dashboard	USN-5	As a Municipality officer, I'll make sure everything is proceeding as planned and without any problems	20	High	Murugananthan

Project Tracker, Velocity & Burndown Chart: (4 Marks)

Sprint	Total	Duration	Sprint	Sprint	Story	Sprint
	Story		Start Date	End Date	Points	Release
	Points				Completed	Date
					(as on	
					Planned	
					End Date)	
Sprint-1	20	6 Days	24 Oct	29 Oct	20	29 Oct
			2022	2022		2022
Sprint-2	20	6 Days	31 Oct	05 Nov	20	05 Nov
			2022	2022		2022
Sprint-3	20	6 Days	07 Nov	12 Nov	20	12 Nov
			2022	2022		2022
Sprint-4	20	6 Days	14 Nov	19 Nov	20	19 Nov
			2022	2022		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)

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