Project Planning Phase Project Planning Phase Project Planning, Stories, Story points)

8 Marks	Maximum Marks
System	
Industry-Specific Intelligent Fire Management	Project Name
PNT2022TMID47356	Team ID
22 October 2022	Date

Product Backlog, Sprint Schedule, and Estimation (4 Marks)

Use the below template to create product backlog and sprint schedule

IOHN ABISHEK A ARAVINTH S PAZHANIMURUGANSIVA P ELAVENISAN E	High	2	As a user, I will receive confirmation email or OTP to SMS once I have registered for the application.	USN-3		
IOHN ABISHEK A ARAVINTH S PAZHANIMURUGANSIVA P ELAVENISAN E	High		As a user, I can register to application with my e-mail.	USN-2		
JOHN ABISHEK A ARAVINTH S PAZHANIMURUGANSIVA P ELAVENISAN E	High	2	As a user, I can download the application.	USN-1	Registration	Sprint-1
Team Members	Priority	Story Points	User Story / Task	User Story Number	Functional Requirement (Epic)	Sprint

JOHN ABISHEK A ARAVINTH S PAZHANIMURUGANSIVA F ELAVENISAN E	High	2	As an Administrator I can store the data in cloud database.	USN-7	Storage	Sprint-4
IOHN ABISHEK A ARAVINTH S PAZHANIMURUGANSIVA P ELAVENISAN E	High	2	As a user, I can view any flame is detected in the place.	USN-6	Action	Sprint-3
IOHN ABISHEK A ARAVINTH S PAZHANIMURUGANSIVA P ELAVENISAN E	Medium		As a user, I can View Temperature Readings.	USN-5	Action	
OHN ABISHEK A ARAVINTH S PAZHANIMURUGANSIVA P ELAVENISAN E	High	2	As a user, I can log into the application by entering email & password.	USN-4	Login	Sprint-2
Team Members	Priority	Story Points	User Story / Task	User Story Number	Functional Requirement (Epic)	Sprint

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	30Oct 2022	20	30 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	06 Nov 2022	20	31 Oct 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	07 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	14 Nov 2022

Velocity:

The average velocity per iteration unit is

AV = 20/10 = 2

Burndown chart:



