PROJECT PLANNING PHASE

**PROJECT PLANNING TEMPLATE (PRODUCT BACKLOG, SPRINT PLANNING, STORIES, STORY POINTS)**

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| --- | --- |
| Team ID | PNT2022TMID17622 |
| Project Name | Real-time River water quality monitoring and control system |
| Maximum Marks | 8 Marks |

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

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| --- | --- | --- | --- | --- | --- | --- |
| **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 | Kalaiarasi R |
| Sprint-1 |  | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 1 | High | Sabarishwaran G |
| Sprint-2 |  | USN-3 | As a user, I can register for the application through Facebook | 2 | Low | Anantha kumar D |
| Sprint-1 |  | USN-4 | As a user, I can register for the application through Gmail | 2 | Medium | Ganesh M |
| Sprint-1 | Login | USN-5 | As a user, I can log into the application by entering email & password | 1 | High | Kalaiarasi R |
| Sprint-1 | User Interface | USN-6 | As a user, I should not need any pre requisites to handle the UI | 1 | Medium | Sabarishwaran G |
| Sprint-1 | Dashboard | WUSN-1 | As a web user, able to access the inputs from the sensors | 2 | High | Ganesh M |
| Sprint-1 | View Manner | CCE-1 | As a customer care, Data visualization must be in good understandable view. | 2 | High | Anantha kumar D |
| Sprint-1 | Taste | CCE-2 | As a customer care, I can able to view the composition of water (e.g. Minerals, etc.) | 1 | High | Kalaiarasi R |
| Sprint-1 | Colour Visibility | CCE-3 | As a customer care, I should know the water colour | 1 | High | Sabarishwaran G |
| Sprint-2 | Risk Tolerant | ADMIN-1 | Administrator should handle the system, server and take care of the application. | 1 | High | Kalaiarasi 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 | 20 | 6 Days | 24 Oct 2022 | 29 Oct 2022 | 20 | 29 Oct 2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 30 | 30 Oct 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 49 | 06 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 50 | 07 Nov 2022 |

# Velocity:

Imagine we have a10-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)



# Burndown Chart:

