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

Date	27 October 2022
Team ID	PNT2022TMID00760
Project Name	Project - Analytics for Hospitals Health-Care Data
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	User	User Story / Task	Story	Priority	Team Members
	Requirement (Epic)	Story Number		Points		
Sprint-1	Data Collection	USN-1	As a Admin, I can collect data and maintain it	10	Medium	Vignash M
Sprint-1	Data Preparation	USN-1	As a admin I need to prepare the data for further process	20	High	Vignash M
Sprint-2	Data exploration	USN-2	After preparing the data, the data need to be explored.	10	High	Stephen
Sprint-3	Dashboard	USN-3	A Dashboard is created for the project	10	High	Suriya K
Sprint-3	Dashboard	USN-4	As a user, I can upload patient medical reports.	20	High	Suriya K

Sprint-4	Report	USN-5	As a user, I can	20	High	Sundarapandiyan
	generation		virtualize the data			G
	and		which are analyzed			
	virtualise					

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	3 Days	28 Oct 2022	31 Oct 2022	20	31 Oct 2022
Sprint-2	20	3 Days	31 Oct 2022	03 Nov 2022	20	02 Nov 2022
Sprint-3	20	3 Days	03 Nov 2022	6 Nov 2022	20	4 Nov 2022
Sprint-4	20	6 Days	8 Nov 2022	16 Nov 2022	20	16 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)

Burndown Chart:

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile <u>software development</u> methodologies such as <u>Scrum</u>. However, burn down charts can be applied to any project containing measurable progress over time.

