Project Planning Phase Sprint Delivery Plan

Date	28.10.2022
Team Id	B10-4A6E
Project Name	Project Assistance For Seniors Who Are Self-Reliant

Product Backlog, Sprint Schedule, and Estimation:-

Sprint	Functional Requirement (Epic)	User Story Number	User Stoey/Task	Story Points	Priority	Team Members
Sprint 1	Set Alarm	USN-1	As a user, I can set an alarm to alerting a medicine through medicine remainder system	10	High	Subasri
Sprint 1		USN-2	As a user, I can Activate and Deactivate the alarm	10	High	Nivetha

Sprint 2	Notification	USN-3	As a user once I can the set the alarm then I gets the notification	10	High	Ramya
Sprint 2		USN-4	As a user, If I requires this system then a notification will be sent into his device	10	High	Shalini
Sprint 3	Medication Detail	USN-5	As a user, I have multiple medications each day, I can put each pill in the box for the corresponding day	10	High	Ramya
Sprint 3		USN-6	As a user, between setting an alarm and using a pillbox, I'll be able to stay on top of your medications	5	Low	Subasri Nivetha Ramya

Sprint 3		USN-7	As a user, I can store the name of the medicine with its description	10	High	Shalini Ramya Nivetha
Sprint 4	GPS Tracking	USN-8	As a user, they can also help large hospitals and clinics manage their inventory more effectively	5	Low	Shalini Subasri Ramya
	Sensor	USN-9	As a user, they used for keeping the record in medicine details the reminding the schedule of medicine. We have used the IoT enabled Arduino device for monitoring the System.	10	High	Subasri Nivetha Shalini

Project Tracker, Velocity & Burndown Chart:-

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned	Sprint Release Date (Actual)
Corint 1	20	6 Davis	20 10 2022	5-11-2022	End Date)	4-11-2022
Sprint-1	20	8 Days	29-10-2022	3-11-2022	20	4-11-2022
Sprint-2	10	8 Days	7-11-2022	14-11-2022	10	13-11-2022
Sprint-3	20	8 Days	16-11-2022	23-11-2022	20	23-11-2022
Sprint-4	10	8 Days	23-11-2022	30-11-2022	10	30-11-2022

Velocity:- Let's calculate the team's average velocity (AV) per iteration unit (story points per day).

AV = Velocity / Sprint Duration

= 20 / 8

= 2.5

AV = 10 / 8

= 1.25

Burndown Chart:

