

## Project Planning Phase

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

|               |  |
|---------------|--|
| Date          | 22 October 2022                        |
| Team ID       | PNT2022TMID40543                       |
| Project Name  | Retail Store Stock Inventory Analytics |
| 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 (Epic)    | User Story Number | User Story / Task  | Story Points | Priority | Team Members                           |
|----------|----------------------------------|-------------------|--|--------------|----------|--|
| Sprint-1 | Exceptional Customer Service     | USN-1             | Great customer service is essential for your retail business as it helps generate constant income and retain customers. Satisfying your customers is the primary goal of your business.  | 3            | High     | i)Santhoshkumar K<br>ii)Madhan kumar D |
|          |                                  | USN-2             | The way you interact with your employees and make them satisfied with your services and products impacts how they will serve your clients.   | 2            | High     | i)Sanjay R<br>ii)Pavikumar M           |
| Sprint-2 | Establish A Productive Community | USN-3             | One of the easiest ways to look unique from your competitors is to establish a focused mindset community. This can mean establishing a community near your business (brand loyalty) or creating a relationship with the neighbouring community (localized strategy). | 2            | Medium   | i)Madhan kumar D<br>ii)Sanjay R        |
| Sprint-3 | Enhance Brand Awareness          | USN-4             | You should make people aware of your brand, and make sure it is interesting according to their preferences and desires to make them want to purchase the products.   | 2            | Medium   | i)Santhoshkumar K<br>ii)Pavikumar M    |

| Sprint   | Functional Requirement (Epic)  | User Story Number | User Story / Task  | Story Points | Priority | Team Members                           |
|----------|--------------------------------|-------------------|--|--------------|----------|--|
|          |                                | USN-5             | If you want to stand out from the competition, you have to make extra effort to appear at the frontline of your potential customers constantly   | 2            | Medium   | i)Santhoshkumar K<br>ii)Sanjay R       |
| Sprint-4 | Create Brand Loyalty           | USN-6             | Customer acquisition is not a cheap process. It needs effort, time, and some spending to gain new customers. The possibility of people who make the first purchase to become potential and constant clients depends on what you offer. | 1            | Low      | i)Madhan kumar D<br>ii)Pavikumar M     |
| Sprint-5 | Create An Omnichannel Presence | USN-7             | If you have no idea how to become an omnichannel retail business, now is the time. The most important thing is convenience, and it plays a vital role in creating constant customers.  | 1            | Medium   | i)Santhoshkumar K<br>ii)Madhan kumar D |

#### 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               |   |                              |
| Sprint-3 | 20                 | 6 Days   | 07 Nov 2022       | 12 Nov 2022               |   |                              |
| Sprint-4 | 20                 | 6 Days   | 14 Nov 2022       | 19 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)

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

**Burndown Chart:**