

Project Planning Phase

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

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| Date | 24 October 2022 |
| Team ID | PNT2022TMID30386 |
| Project Name | Emerging Methods for Early Detection of Forest Fires |

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 1 | Registration | USN-1 | As a user, I can register for the application by entering my email, password, and confirming my password. | 20 | High | LOKNATH VNIRANJAN K NMOHAN KUMAR JJOSHUA JAYARAJ L |
| | | USN-2 | As a user, I will receive confirmation email once I have registered for the application usage. | 20 | High | LOKNATH VNIRANJAN K NMOHAN KUMAR JJOSHUA JAYARAJ L |
| Sprint-2 | Input | USN-3 | Whenever the fire is detected, the information is given to the database. | 20 | High | LOKNATH VNIRANJAN K NMOHAN KUMAR JJOSHUA JAYARAJ L |

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|---------------|--------|-------|---|----|------|--|
| Sprint-2 | | USN-4 | When it is the wildfire then the alarmingsystem is activated. | 20 | High | LOKNATH VNIRANJAN K NMOHAN KUMAR JJOSHUA JAYARAJ L |
| Sprint-3 5 | Output | USN- | And the alarm also sent to the correspondingdepartments and made them know that thewildfire is erupted. | 20 | High | LOKNATH VNIRANJAN K NMOHAN KUMAR JJOSHUA JAYARAJ L |
| Sprint-4 6 | Action | USN- | Required actions will be taken in order tocontrol erupted wildfire by reaching as earlyas possible to the destination with thehelp ofdetecting systems. | 20 | High | LOKNATH VNIRANJAN K NMOHAN KUMAR JJOSHUA JAYARAJ L |

Project Tracker, Velocity & Burn down Chart: (4 Marks)

Project Tracker:

| Sprint | Total Story Point | Duration | Sprint Start Date | Sprint End Date(Planned) | Story PointsCompleted (ason Planned EndDate) | 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 | 20 | 05 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 20 | 12 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 20 | 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)

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

Burn down chart:

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

