**Project Planning Phase**

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

|  |  |
| --- | --- |
| Date | 18 October 2022 |
| Team ID | PNT2022TMID17753 |
| Project Name | Project – Developing a flight delay prediction model |
| 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 | Registration and login | USN-1 | As a user, I can register for the application by entering my email, password, and confirming my password. | 2 | High | K. Tamaraiselvi |
| Sprint-2 | Confirmation email | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 1 | High | T. Pavithiravalavan |
| Sprint-1 | User login | USN-3 | As a user, I can register for the application through Facebook | 2 | Low | S. Sandeep |
| Sprint-2 | Admin Panel | USN-4 | As a user, I can register for the application through Gmail | 2 | Medium | M.R. Vyshnav |
| Sprint-3 | Arrival and Departure time of flights | USN-5 | As a user, I can log into the application by entering email & password | 1 | High | K.Tamaraiselvi |
| Sprint-3 | Dashboard | USN-6 | As a user, I can find exactly how long the flight will be delayed | 2 | High | T. Pavithiravalavan |
| Sprint-4 | Helpdesk | USN-7 | As a customer care executive, I can provide the contact details of the airlines | 1 | Medium | S. Sandeep |
| Sprint-4 |  | USN-8 | As a passenger, I can find alternative flights to the destination that are available | 1 | High | M.R. Vyshnav |
| Sprint-4 | Feedback | USN-9 | As a user, I can provide my suggestions and feedback for the improvement of the application | 2 | Medium | T. Pavithiravalavan |

**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 | 31Oct 2022 | 4 Nov 2022 | 4 | 4 Nov 2022 |
| Sprint-2 | 20 | 6 Days | 5 Nov 2022 | 10 Nov 2022 | 4 | 10 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 12 Nov 2022 | 16 Nov 2022 | 4 | 16 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 18 Nov 2022 | 23 Nov 2022 | 4 | 23 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 = SPRINT DURATION / VELOCITY**

**= 21 / 16**

**= 1.3**

**Burndown Chart:**

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile[software development](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time.

