**Project Planning Phase**

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

|  |  |
| --- | --- |
| **Date** | **18 October 2022** |
| **Team ID** | PNT2022TMID14000 |
| **Project Name** | **Emerging Methods for Early Detection of Forest Fires** |
| **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 | USN-1 | As a user, I can register for the application by | 20 | High | PRITHIVIRAJ K |
|  |  |  | entering my email, password, and confirming |  |  | PRIYADHARSHI S |
|  |  |  | my password. |  |  | RAGUL R  RAGUL B |
| Sprint-1 |  | USN-2 | As a user, I will receive confirmation email | 20 | High | PRITHIVIRAJ K |
|  |  |  | once I have registered for the application |  |  | PRIYADHARSHI S |
|  |  |  | usage. |  |  | RAGUL R  RAGUL B |
| Sprint-2 | Input | USN-3 | Whenever the fire is detected, the | 20 | High | PRITHIVIRAJ K |
|  |  |  | information is given to the database. |  |  | PRIYADHARSHI S |
| Sprint-2 |  | USN-4 | When it is the wildfire then the alarming | 20 | High | RAGUL R  RAGUL B |
|  |  |  | system is activated. |  |  |  |
| **Sprint** | **Functional**  **Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-3 | Output | USN-5 | And the alarm also sent to the corresponding | 20 | High | PRITHIVIRAJ K |
|  |  |  | departments and made them know that the |  |  | PRIYADHARSHI S |
|  |  |  | wildfire is erupted. |  |  | RAGUL R  RAGUL B |
| Sprint-4 | Action | USN-6 | Required actions will be taken in order to | 20 | High | PRITHIVIRAJ K |
|  |  |  | controlled erupted wildfire by reaching as |  |  | PRIYADHARSHI S |
|  |  |  | early as possible to the destination with the |  |  | RAGUL R  RAGUL B |
|  |  |  | help of detecting systems. |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **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 | 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 |

**Project Tracker, Velocity & Burndown Chart: (4 Marks)**

**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)

