**Project Planning Phase**

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

|  |  |
| --- | --- |
| Date | 21 October 2022 |
| Team ID | PNT2022TMID41953 |
| Project Name | Hazardous area monitoring for industrial plant |
| Maximum Marks | 8 Marks |

**Product Backlog, Sprint Schedule, and Estimation (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 | 30 | 30 Oct 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov  2022 | 12 Nov 2022 | 49 | 06 Oct 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov  2022 | 19 Nov 2022 | 50 | 07 Oct 2022 |

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 entering my email, password, and confirming my password. | 2 | High | Dheebiga |
| Sprint-1 | confirmation | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 1 | High | Biruntha |
| Sprint-2 | confirmation via Facebook | USN-3 | As a user, I can register for the application through Facebook | 2 | Low | Divya |
| Sprint-1 | confirmatiom via Email | USN-4 | As a user, I can register for the application through Gmail | 2 | Medium | Pooja shree |
| Sprint-1 | Login | USN-5 | As a user, I can log into the application by entering email & password | 1 | High | Biruntha |

**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)



**Burndown Chart:**

