Project Planning Phase

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

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| --- | --- |
| Date | 2 November 2002 |
| Team ID | PNT2022TMID43421 |
| Project Name | IoT Based Safety Gadget for Child Safety  Monitoring & Notification |
| Maximum Marks | 8 Marks |

## Product Backlog, Sprint Schedule, and Estimation (4 Marks)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-1 | Registration  (Username/Password) | USN-1 | As a user, I can register for the application by entering my email, password, and confirming my password. | 2 | High | 4 |
| Sprint-1 | Login | USN-2 | As a user, I can log into the application by entering email & password | 2 | High | 4 |
| Sprint-2 | Connectivity | USN-1 | As a user I can connect the device via WIFI or LTE | 2 | Medium | 4 |
| Sprint-3 | Location Tracking | USN-1 | As a user I can see the location of my child | 3 | High | 4 |
| Sprint-3 |  | USN2 | As a user I can see my child’s previous visited locations | 2 | Medium | 4 |
| Sprint-4 | Geo fence Setup | USN-1 | As a user I can set the geo fence for my child | 3 | High | 4 |
| Sprint -4 |  | USN-2 | As a user I get notification when my child is outside the safe zone | 2 | High | 4 |

## 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 | 4 | 29 Oct 2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 2 | 05 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 5 | 12 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 5 | 19 Nov 2022 |

**Velocity:**

We have a 6-day sprint duration, and the velocity of the team is 4 (approx.) points per sprint. Let us calculate the team’s average velocity (AV) per iteration unit (story points per day)

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