Product Backlog, Sprint Schedule, and Estimation

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 and confirming my password.	3	High	4
Sprint-1		**USN-2**	As a user, I will receive a confirmation email once I have registered for the application	3	High	4
Sprint-1		**USN-3**	As a user, I can register for the application through Gmail	3	Medium	4
Sprint-1	**Login**	**USN-4**	As a user, I can log into the application by entering email & password	2	High	4

Sprint-1	**Dashboard**	**USN-5**	As a user, I can upload the image either by capturing or existing images	3	High	4
Sprint-1		**USN-6**	As a user, I can get information about the sign language	3	High	4
Sprint-1		**USN-7**	As a user, I can know about creditors.	3	Medium	4

Project Tracker, Velocity & Burndown Chart

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

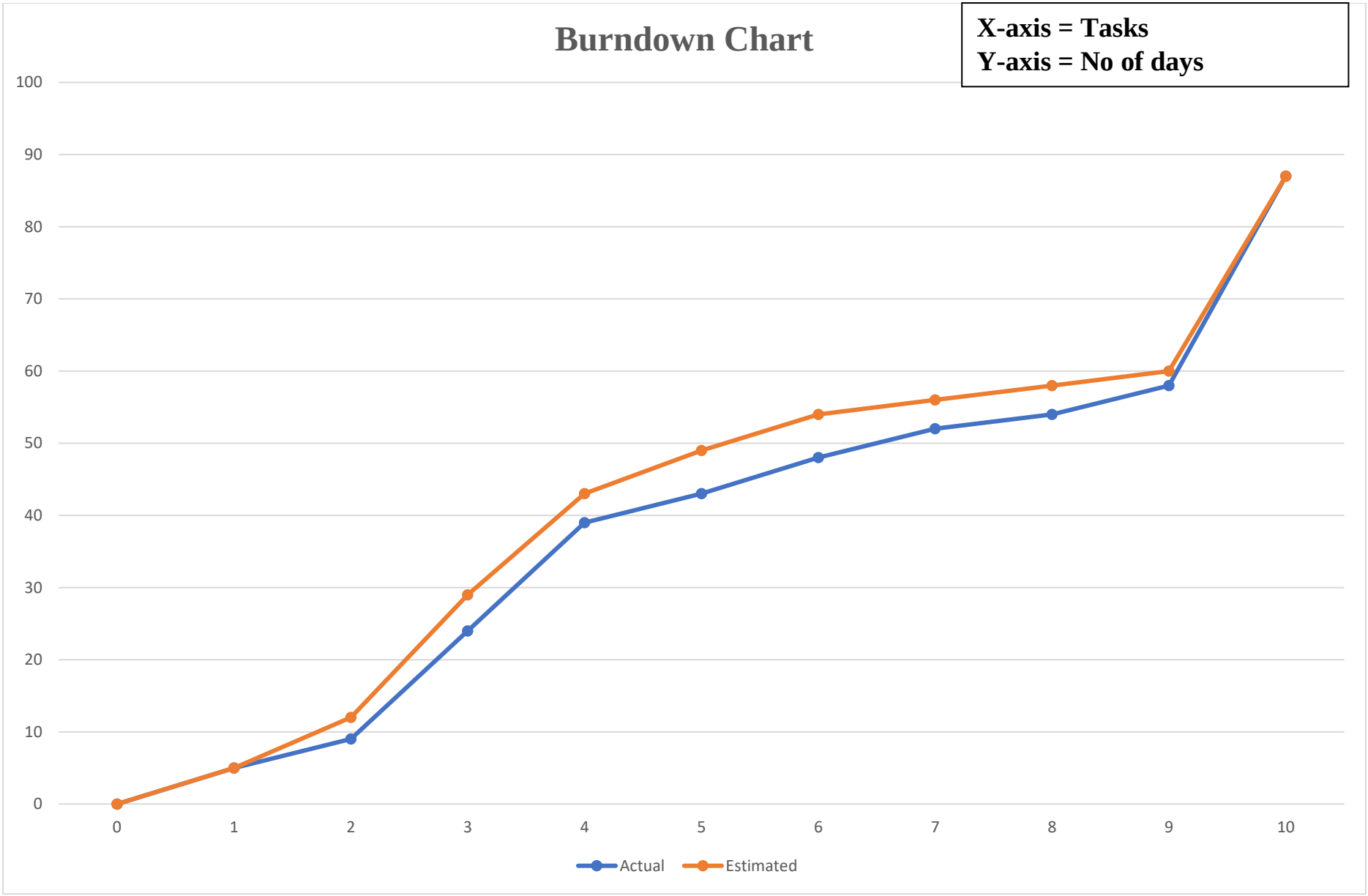
Velocity:

We have 4 sprints and the velocity of the team is 20(points per sprint). Let's calculate the average velocity per iteration unit (story points per day).

Average Velocity = Velocity of the team / No of sprints

= 20/4

Average Velocity = 5


Burndown Chart
X-axis = Tasks
Y-axis = No of days
100
90
80
70
60
50
40
30
20
10
0
0
1
2
3
4
5
6
7
8
9
10
Actual
Estimated