**Project Planning Phase**

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

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| --- | --- |
| Date | 18 November 2022 |
| Team ID | PNT2022TMID51374 |
| Project Name | A Gesture-based Tool for Sterile Browsing of Radiology Images |
| 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 | USN-1 | As a user, I can register for the application by entering my email, password, and confirming my password. | 5 | High | TM – 1  TM – 4 |
| Sprint-1 | Login | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 5 | High | TM – 2  TM – 3 |
| Sprint-2 | Dashboard | USN-3 | As a user, I can register for the application through Facebook | 10 | Low | TM – 1  TM – 2 |
| Sprint-1 | Details about | USN-4 | As a user, I can register for the application through Gmail | 5 | Medium | TM – 3  TM – 1 |
| Sprint-1 | Login and repeated usage | USN-5 | As a user, I can log into the application by entering email & password | 5 | High | TM – 2  TM – 4 |
| Sprint - 2 | web page details | USN-6 | As a user I must capture images of hand and upload it into the web portal. | 10 | High | TM – 1  TM – 3 |
| Sprint - 3 | Upload the image in the web application | USN-7 | As a user I must receive a correct hand gesture as output | 20 | High | TM – 1  TM – 2 |
| Sprint - 4 | Provide efficient customer support | USN-8 | As a user, I need to get support from developers in case of queries and failure of  service provided | 10 | Medium | TM – 3 TM –4 |
| Sprint - 4 | Overview the entire process. Take all the responsibility and act bridge between users and developers | USN-9 | We need to satisfy the customer needs in an efficient way and make sure any sort of errors  are fixed | 10 | High | TM – 2  TM – 1 |

**Project Tracker, Velocity & Burn down 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 | 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:**

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 = 20/6 = 3.33

**Burn down Chart:**

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile [software development m](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/)ethodologies 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.

