

Project Planning Phase
Project Planning (Product Backlog, Sprint Planning, Stories, Story points)

Skill and Job Recommender Application

Team ID	PNT2022TMID52245
Department	Computer Science and Engineering
College	Stella Mary's College Of Engineering
Team Leader	Ajai Inith D.L
Team Member 1	Braian Gibson.N
Team Member 2	Goutham M.S
Team Member 3	Sakthivel.K

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 entering my email, and password.	4	High	Goutham Gibson
Sprint-1		USN-2	As a user, I will receive a confirmation email once I have registered for the application	4	High	Ajai Inith Goutham
Sprint-2		USN-3	As a user, I can register for the application through Microsoft account	4	Medium	Gibson Sakthivel
Sprint-1		USN-4	As a user, I can register for the application through Gmail	4	Medium	Gibson Goutham
Sprint-1	Login	USN-5	As a user, I can log into the application by entering my email & password	4	High	Goutham Ajai Inith
Sprint-2	Search	USN-6	As a user, I can search for the desired companies	3	High	Sakthivel Ajai Inith
Sprint-2	Apply	USN-7	As a user, I can apply for a company	4	High	Goutham Sakthivel
Sprint-2	Review	USN-8	As a user, I can review and comment my opinions about the company	3	Medium	Gibson Sakthivel
Sprint-1	Forward	USN-9	As an admin, I must forward the applications to the respective companies	4	High	Goutham Gibson

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2	Send Confirmation	USN-10	A confirmation mail is sent from the respected company	3	High	Sakthivel Ajai Inith
Sprint-2	Manage Review	USN-11	As an admin, I must make the reviews appear on the company's profile	3	Medium	Gibson Sakthivel
Sprint-3	Chatbot	USN-12	Creating a Chatbot for the application	7	High	Ajai Inith Gibson
Sprint-3		USN-13	Developing features in the Chatbot	7	High	Ajai Inith Goutham
Sprint-3		USN-14	Embedding chatbot in the web application	6	High	Ajai Inith Sakthivel
Sprint-4	Database	USN-15	Creating database for the product	7	High	Goutham Gibson
Sprint-4	Testing	USN-16	Testing and debugging the product	6	Medium	Ajai Inith Sakthivel Gibson
Sprint-4	Deployment	USN-17	Deploying the application	7	Medium	Ajai Inith Sakthivel Goutham

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	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)

$$AV = \frac{\text{sprint duration}}{\text{velocity}} = \frac{20}{10} = 2$$

Burndown Chart:

