IOT BASED SAFETY GADGET FOR CHILD SAFETY MONITORING AND NOTIFICATION
TEAM ID:PNT2022TMID50350

Project Planning Phase

College	PSN Engineering College
Team ID	PNT2022TMID50350
Project Name	IoT Based Safety Gadget for Child Safety Monitoring and 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
Sprint-1	Registration (Parent Mobile User)	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	3	High
Sprint-1	Login	USN-2	As a user, I will receive confirmation email once I have registered for the application	3	High
Sprint-1	Data Visualization	USN-4	As a user, I can register for the application through Gmail	3	Medium
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	3	Low
Sprint-2	Dashboard	USN-6	We need to be able to view the function that can perform	4	High
Sprint-2	Notification	USN-7	Using minimum time we should be able to notify their parent and guardian	4	High
Sprint-2	Store data	USN-8	We need to continuously store location data into the database	3	Medium
Sprint-3	Web UI	USN-9	We all will need a friendly interface to view and access the resource easily	3	Medium

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority
Sprint-3	Registration (Parent Web User)	USN-10	By entering email and password we can log into the application as a user	3	High
Sprint-2	Login	USN-11	Using minimum time we need to login to registered account via web page	3	High
Sprint-4	Web UI	USN-12	To easily view and access the resources we need a user friendly interface	3	Medium

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	6	6 Days	24 Oct 2022	29 Oct 2022	6	29 Oct 2022
Sprint-2	16	6 Days	31 Oct 2022	05 Nov 2022	16	05 Nov 2022
Sprint-3	10	6 Days	07 Nov 2022	12 Nov 2022	10	12 Nov 2022
Sprint-4	14	6 Days	14 Nov 2022	19 Nov 2022	14	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)

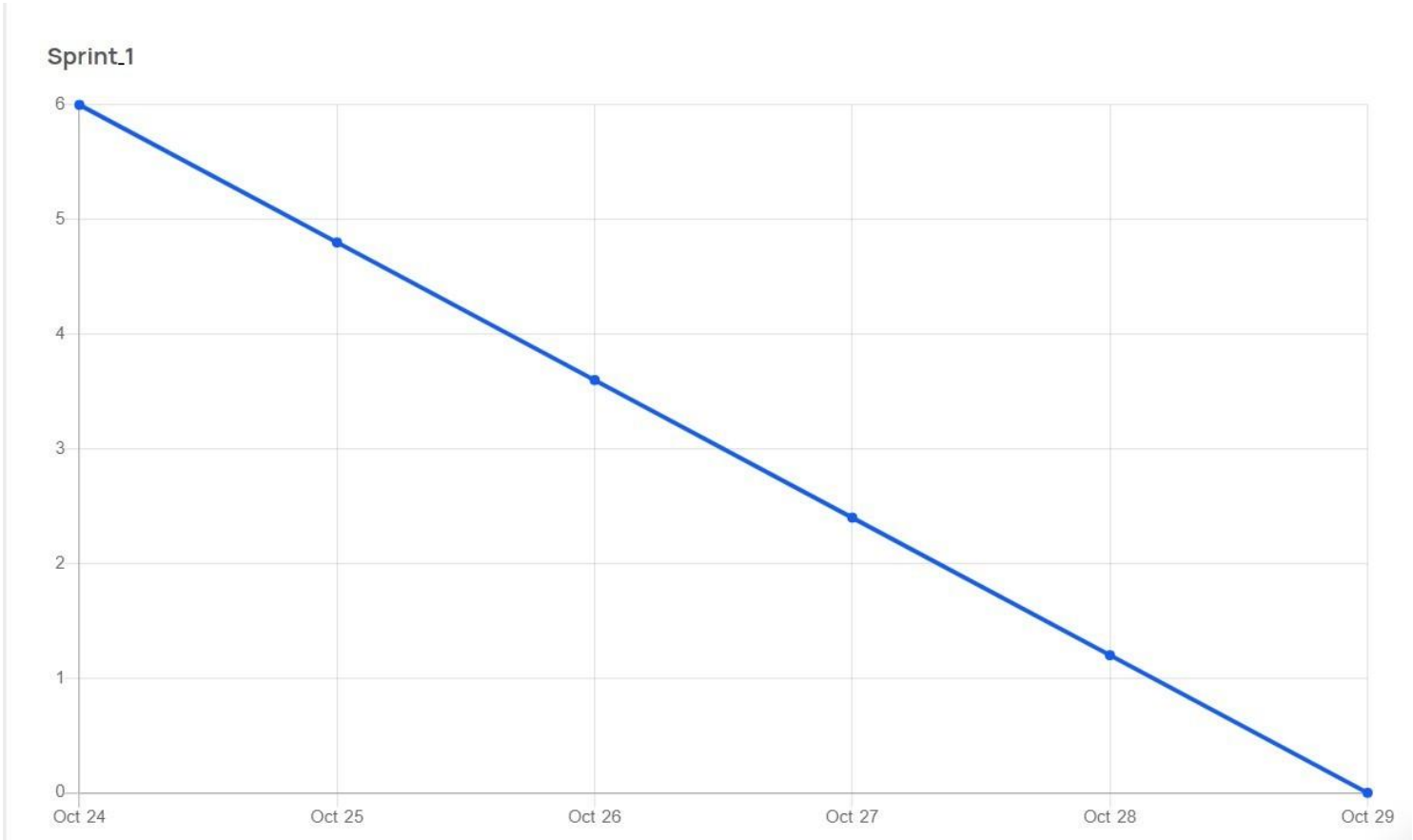
$$AV = \frac{sprint\ duration}{velocity} = \frac{20}{10} = 2$$

Sprint	Total Story Points	Duration	Average Velocity
Sprint-1	6	6 Days	6/6=1
Sprint-2	16	6 Days	16/6=2.67
Sprint-3	10	6 Days	10/6=1.67
Sprint-4	14	6 Days	14/6=2.33
Total	46	24 Days	46/24=1.91

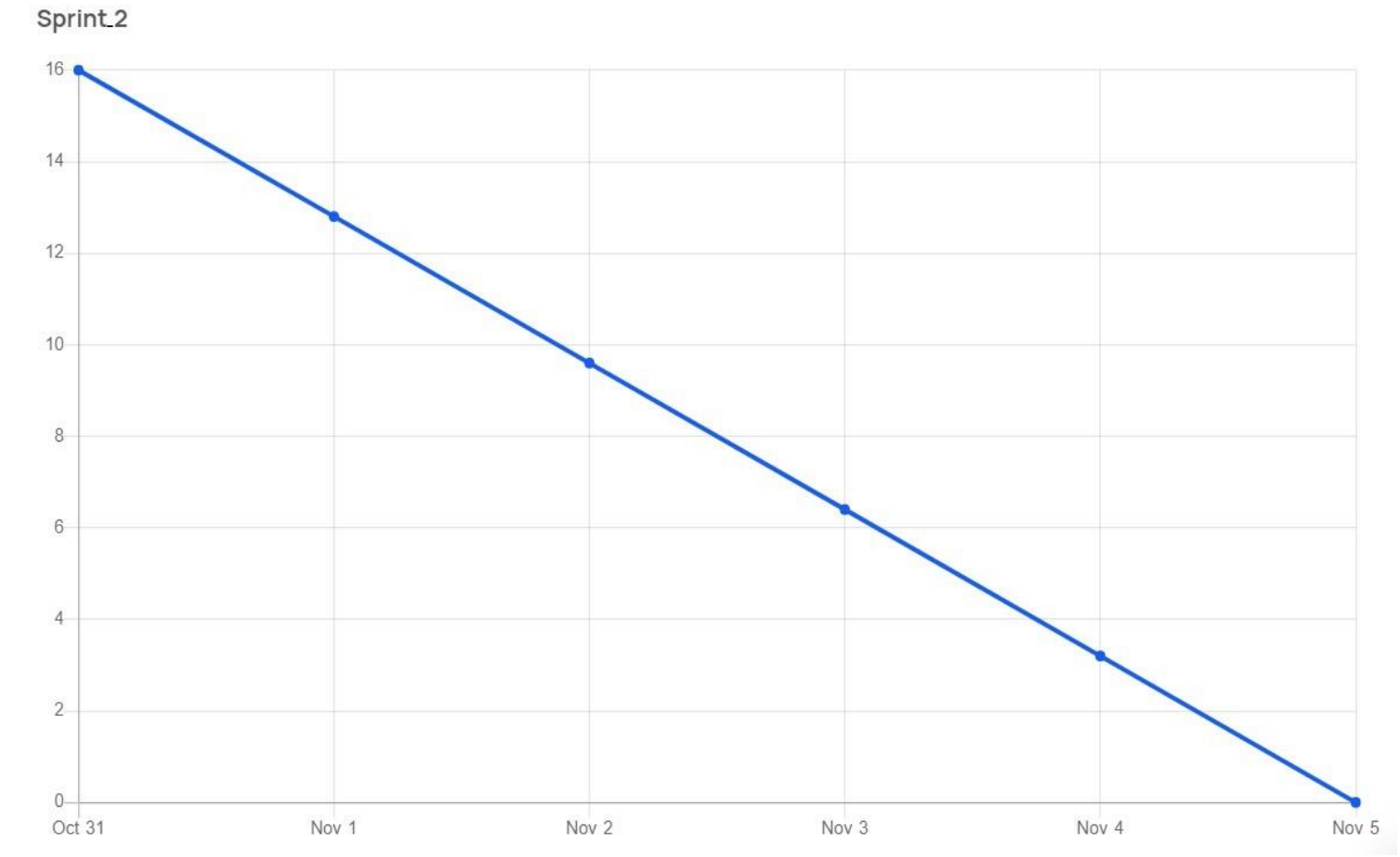
Burndown Chart:

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile software development methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

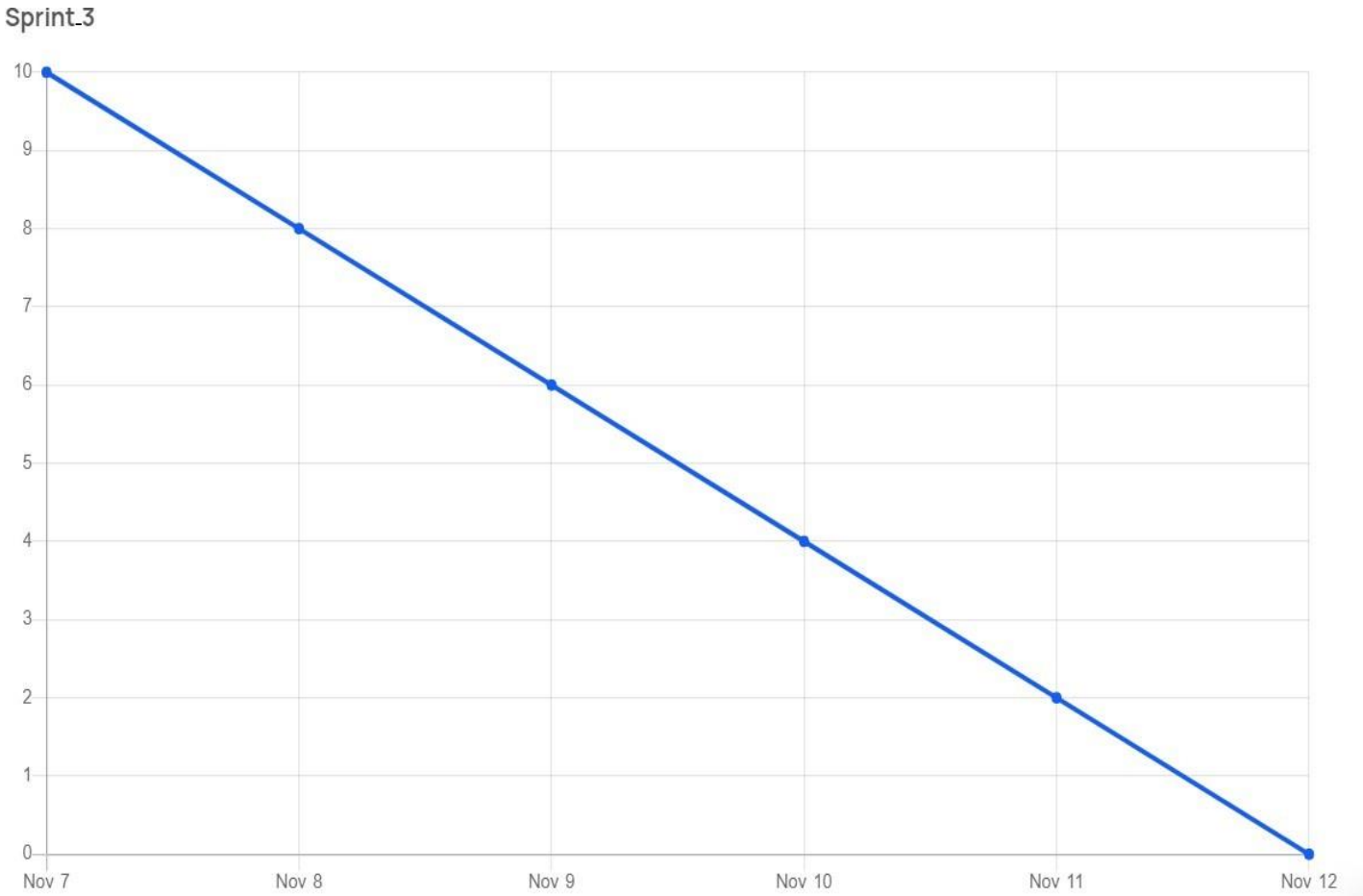
Sprint - 1:



Sprint - 2:



Sprint - 3:



Sprint - 4:

Overall burndown chart: