**Project Planning Phase**

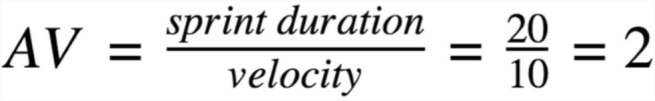
**Project Planning Template (Product Backlog, Sprint Planning, Stories, Story points)**

|  |  |
| --- | --- |
| Date | 22 October 2022 |
| Team ID | PNT2022TMID28701 |
| Project Name | Smart Solutions for Railways |
| Maximum Marks | 8 Marks |

**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 | Monitor the  Speed of Train | USN-1 | The Railway must take care of passengers and people. In the train there are so many families we should secure them. | 2 | High | Chinthala Puurna Hari  Valeti srinivas  Banthalapadu R. Lokesh  Pudugudi Ruthik |
| Sprint-2 | Avoid From Accidents | USN-2 | If any accident occurs their Technical team will take care of it and save the passengers. | 1 | High | Chinthala Puurna Hari  Valeti srinivas  Banthalapadu R. Lokesh  Pudugudi Ruthik |
| Sprint-3 | Detect the Motions | USN-3 | We have monitored the motions and delays by  24/7 hrs. To avoid the accidents, and delays by  using only sensors. The railway must take care of what are the necessary process to avoid the train accidents and delays. | 2 | Low | Chinthala Puurna Hari  Valeti srinivas  Banthalapadu R. Lokesh  Pudugudi Ruthik |
| Sprint-4 | The model is trained and tested by sample dataset. | USN-4 | The programmer designed the model to detect the Train Details. | 2 | Medium | Chinthala Puurna Hari  Valeti srinivas  Banthalapadu R. Lokesh  Pudugudi Ruthik |
| Sprint-5 | Warning message | USN-5 | In case any accident or delay occur, the device gives the alarm and alert message to concerned department within a minute. | 1 | High | Chinthala Puurna Hari  Valeti srinivas  Banthalapadu R. Lokesh  Pudugudi Ruthik |

**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 |
| Sprint-5 | 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)