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 using my email, password and confirming my password	3	High	4
Sprint-1		USN-2	As a user, I will conformation email once I have registered for the application	3	Medium	4
Sprint-1	login	USN-3	As a user, I can login to the application by entering the email and password	3	High	4
Sprint-1	Dashboard	USN-4	As a user, I can access the options to enter the income and expense details	3	High	4
Sprint-1		USN-5	As the user, I can set an expense limit	3	High	4

Sprint-1		USN-6	As the user, I can enter my expense details categorywise	3	High	4
Sprint-1		USN-7	As the user, I will receive an alerting mail if I exceed the expense limit	3	High	4
Sprint-1		USN-8	As a user, I can find where I made unnecessary expenses	3	High	4

Project Tracker, Velocity & Burn down 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	5 Nov 22	9 Nov 22	20	9 Nov 22
Sprint-2	20	6 Days	10 Nov 22	13 Nov 22	20	13 Nov 22
Sprint-3	20	6 Days	14 Nov22	16 Nov 22	20	16 Nov 22
Sprint-4	20	6 Days	16 Nov 22	19 Nov 22	20	19 Nov 22

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