

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

|               |   |
|---------------|---|
| Date          | 30 October 2022   |
| Team ID       | PNT2022TMID24074  |
| Project Name  | Virtual Eye - Life Guard for Swimming Pools to Detect Active Drowning |
| Maximum Marks | 4 Marks   |

## Sprint Delivery Plan

**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 | 8                  | 6 Days   | 24 Oct 2022       | 29 Oct 2022               | 6   | 29 Oct 2022                  |
| Sprint-2 | 14                 | 6 Days   | 31 Oct 2022       | 05 Nov 2022               | 12  | 05 Nov 2022                  |
| Sprint-3 | 16                 | 6 Days   | 07 Nov 2022       | 12 Nov 2022               | 11  | 12 Nov 2022                  |
| Sprint-4 | 12                 | 6 Days   | 14 Nov 2022       | 19 Nov 2022               | 12  | 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)

For Sprint-1 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 8 / 6 = 1.3V$

For Sprint-2 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 14 / 6 = 2.3V$

For Sprint-3 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 16 / 6 = 2.6V$

For Sprint-4 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 12 / 6 = 2.0V$

TOTAL TEAM AVERAGE VELOCITY = 2.08

**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.