Project Planning Phase

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

Date	25 October 2022
Team ID	**PNT2022TMID40851**
Project Name	Project - IOT-Based Safety Gadget for Child Safety Monitoring and Notification
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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	4	High	SATHISHKUMAR PRAVEEN KUMAR
Sprint-1	Confirmation Email	USN-2	As a user, I will receive confirmation email and SMS once I have registered for the application	3	High	MOHAMEDBADHUSHA
Sprint-2	Authentication	USN-3	As a user, I can register for the application through Email ID and Mobile App.	2	Low	SARANRAJ
Sprint-1	Login	USN-4	As a user, I can log into the application by entering email & password.	2	Medium	PRAVEEN KUMAR
Sprint-1	Dashboard	USN-5	As a user, I can monitor, measure, analyze relevant data in key areas.	8	High	SATHISHKUMAR
Sprint-2	Notification	USN-1	As a user, I should be able to receive notification when the child is in emergency situations.	9	High	MOHAMEDBADHUSHA
Sprint-2	Store data	USN-2	As a user, I need to store the location dataand child information into the database.	10	High	SARANRAJ
Sprint-2	Communication	USN-3,1	The child and the parent should be able to communicate.	7	Medium	PRAVEEN KUMAR MOHAMEDBADHUSHA

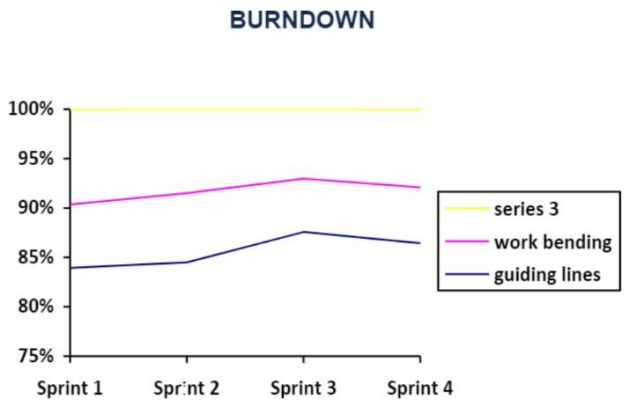
Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-3	IoT Device	USN-1,4	We automatically monitor the child in real time using Internet of Things, with the help of GPS, GSM, and Raspberry Pi.	6	Medium	SATHISHKUMAR PRAVEEN KUMAR
Sprint-3	Node RED	USN-5,2	The data stored in IBM Cloud should be integrated properly.	8	High	SATHISHKUMAR MOHAMEDBADHUSHA SARANRAJ
Sprint-4	User Interface	USN-1,4	The point of human-computer interaction and communication in a device.	7	Medium	PRAVEEN KUMAR SARANRAJ
Sprint-4	Geofencing	USN-2,3,5	Based on the geographical coordinates, the geofence of the child can be done.	8	High	SATHISHKUMAR PRAVENN KUMAR SARANRAJ

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	30	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	40	11 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	50	17 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) periteration unit (story points per day)

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



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.