**Project Planning Phase**

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

|  |  |
| --- | --- |
| Date | 20 October 2022 |
| Team ID | PNT2022TMID28841 |
| Project Name | Project – Demand Est – AI Powered Food demand forecasting |
| 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 username and password. | 6 | High | R.Shashank |
| Sprint-1 | Login | USN-2 | As a user, I can log into the application by entering email & password | 6 | High | P.Abinay Kumar |
| Sprint -1 | Explore | USN-3 | As a registered user, I can explore the various options available on the home page. | 8 | Medium | B.Sumanth |
| Sprint-2 | User Manual | USN-4 | As a registered user, I can take a tour over the  user manual and can understand the functionalities. | 6 | Low | SD.Mastan  shafir |
| Sprint-2 | Predict | USN-5 | As a registered user, I can pay and make predictions on the website. | 14 | Medium | R.Shashank |
| Sprint-3 | Premium membership | USN-6 | As a premium user, I can deposit money on the wallet and make use of many discounts available. | 14 | High | B.Sumanth |
| Sprint-3 | Survey | USN-7 | As an administrator , I conduct periodic surveys to keep track of food demands. | 6 | Medium | P.Abinay kumar |
| Sprint-4 | Inventory | USN-8 | As an administrator , I should be able to alter or delete food options in the list. | 13 | Medium | SD.Mastan Shafir |
| Sprint-4 | Maintenance | USN-9 | As an administrator, I can edit the user’s details and premium valet management. | 7 | High | R.Shashank |

**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 | 10 Days | 24 Oct 2022 | 3 Nov 2022 | 20 | 3 Nov 2022 |
| Sprint-2 | 20 | 10 Days | 4 Nov 2022 | 14 Nov 2022 | 20 | 14 Nov 2022 |
| Sprint-3 | 20 | 10 Days | 15 Nov 2022 | 25 Nov 2022 | 20 | 25 Nov 2022 |
| Sprint-4 | 20 | 10 Days | 25 Nov 2022 | 5 Dec 2022 | 20 | 5 Dec 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= 20/10=2

**Burndown Chart:**



0



2



4



6



8



10



12



14



16



18



20



0



1



2



3



4



5



6



7



8



9



10



Days

