

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

DATE	10 NOVEMBER 2022
TEAM ID	PNT2022TMID14173
PROJECT NAME	Virtual Eye - Life Guard For SwimmingPools To Detect
MAXIMUM MARKS	4 MARKS

Product Backlog, Sprint Schedule, and Estimation (4 Marks)
Project Tracker, Velocity & Burn down Chart: (4 Marks)

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.	2	High	Mohammed riyaz.A Sathyaa.B.B Prakash.G
M.S Sprint-1		USN-2	As a User I can register for the application through Gmail	2	High	Siddarth. M Sathyaa. B.B
Sprint-1	User Confirmation	USN-3	As a User, I will receive confirmation email once I have registered for the application	2	Medium	Mohammed riyaz.A Sathyaa.B.B Prakash.G
Sprint-1	Login	USN-3	As a User, I can log into the application by entering email & password	2	High	Mohammed riyaz.A Sathyaa.B.B
Sprint -2	Cloudant DB	USN-4	Create DB	2	High	Mohammed riyaz.A Sathyaa.B.B Prakash.G
Sprint-3	Application building	USN-5	As a User, I can install the virtual eye system in pool	2	Medium	Siddarth. m Prakash. G
Sprint- 3	Analysing the Drowning in the Swimming pool	USN-5	As a User, I can analysis drowning in pool	2	High	Mohammed riyaz.A Sathyaa.B.B Prakash.G
Sprint- 4	Notification about drowning	USN-6	As a User, I can get the notification about Drowning	2	Medium	Siddarth. m Prakash .G
Sprint -4		USN-7	As a User, I can get help from the Lifeguard	2	High	Mohammed riyaz.A Sathyaa.B.B Prakash.G

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