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

Date	17 November 2022
Team ID	PNT2002TMID40618
Project Name	Real time Communication SystemPowered by Al for Specially Abled

## **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.	2	High	GOPINATH P
Sprint-2	Action	USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	OMSAKTHIVEL T
Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password	1	Medium	BALACHANDAR R
Sprint-2	Dashboard	USN-4	As a user, I can log into my account in a given Dashboard	1	High	RAHUL P
Sprint-1	User interface	USN-5	Professional responsible for user requirements & needs	1	High	GOPINATH P
Sprint-3	Objective	USN-6	The goal is to describe all the inputs and outputs	1	High	OMSAKTHIVEL T
Sprint-4	Privacy	USN-7	The developed application should be secure for the users	1	High	BALACHANDAR R

### **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	6 Nov 2022	16 Nov 2022	20	16 Nov 2022
Sprint-2	20	6 Days	11 Nov 2022	17 Nov 2022	20	17 Nov 2022
Sprint-3	20	6 Days	13 Nov 2022	19 Nov 2022	20	19 Nov 2022
Sprint-4	20	6 Days	15 Nov 2022	20 Nov 2022	20	20 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)

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

### **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.

