**Project Planning Phase**

**Project Planning Template (Product Backlog, Sprint Planning, Stories, Storypoints)**

|  |  |
| --- | --- |
| Team ID | PNT2022TMID47300 |
| Project Name | IoT Based Safety Gadget For Child Safety Monitoring and Notication |
| 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. | 2 | High | S.Sivanantham |
| Sprint-1 | Login | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 1 | High | B.Praveen |
| Sprint-2 | User Interface | USN-3 | As a user, I can register for the application through Facebook | 2 | Low | S.Sivanantham |
| Sprint-1 | User Visualization | USN-4 | As a user, I can register for the application through Gmail | 2 | Medium | D.Suriyaprakash |
| Sprint-1 | Login | USN-5 | As a user, I can log into the application by entering email & password | 1 | High | Abdulribash |

**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 | 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 |

**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)

