**Project Planning Phase**

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

| Date | 01November 2022 |
| --- | --- |
| Team ID | PNT2022TMID48038 |
| Project Name | Project - News Tracker |
| 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 | Registeration | USN-1 | As a user, I can register for the application by entering my email, password, and confirming my password. | 10 | High | P.Bala nayaki |
| Sprint-1 | Login | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 5 | High | P.Bala nayaki |
| Sprint-1 | Email Verification | USN-3 | As a user I can verify my email using the link sent to my mailid | 5 | High | P.Bala nayaki |
| Sprint-2 | API Fetch | USN-4 | Fetch News from Rapid API at regular interval | 10 | High | R.Saranya |
| Sprint-2 | REST Endpoints for backend | USN-5 | Creating endpoints at the backend inorder to interact with frontend | 10 | Medium | R.Saranya |
| Sprint-3 | Designing Frontend | USN-6 | Create a minimalisting design in figma to create frontend | 2 | Medium | K.Poonkodi |
| Sprint-3 | Creating Frontend | USN-7 | Create the frontend webpage using the design | 10 | Low | K.Poonkodi |
| Sprint-3 | Connect frontend and backend | USN-8 | Connect the frontend and backend and complete the application | 8 | High | K.Poonkodi |
| Sprint-4 | Testing | USN-9 | Testing the application before final release | 10 | High | S.Enbarasi |
| Sprint-4 | Deployment | USN-10 | Deployment of the application | 10 | High | Bala nayaki.P,Saranya.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 | 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)



**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](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time.

[**https://www.visual-paradigm.com/scrum/scrum-burndown-chart/**](https://www.visual-paradigm.com/scrum/scrum-burndown-chart/)

[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)

**Reference:**

[**https://www.atlassian.com/agile/project-management**](https://www.atlassian.com/agile/project-management)

[**https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software**](https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software)

[**https://www.atlassian.com/agile/tutorials/epics**](https://www.atlassian.com/agile/tutorials/epics)

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[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)