**Project Planning Phase Sprint Delivery Plan**

|  |  |
| --- | --- |
| Team ID | PNT2022TMID25633 |
| Project Name | AI-powered Nutrition Analyzer for Fitness Enthusiasts. |

**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 | Archana M Karishma R |
| Sprint-2 | Login | USN-2 | As a user,I can login by using valid user name and password. | 2 | High | Archana M Karishma R Malaiarasi B  Keertheswari V |
| Sprint-3 | Dashboard | USN-3 | As a user,I can view the garbage storage level. | 2 | Medium | Archana M Karishma R Malaiarasi B  Keertheswa ri V |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Sprint-4 | Blynk-App | USN-4 | Blynk Server is responsible for all the communicatio ns between the smartphone and hardware. | 2 | High | Archana M  Karishma R  Malaiarasi B  Keertheswa ri V |

**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)

