

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

Date	18 October 2022
Team ID	PNT2022TMID24410
Project Name	Project - University Admit Eligibility Predictor
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	Hariprasath.S.S
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Ankit Goyal.J
Sprint-2		USN-3	As a user, I can register for the application through Facebook	2	Low	Sri Ram Sakthi.P
Sprint-1		USN-4	As a user, I can register for the application through Gmail	2	Medium	Surendar.S
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	Hariprasath.S.S
Sprint-3	Dashboard		As a user, I can view my dashboard	1	Medium	Surendar.S
Sprint-3		USN-5	As a user, I enter my marks to check my eligibility	2	High	Hariprasath.S.S
Sprint-4		USN-5	As a user, I can view my eligibility status	2	High	Hariprasath.S.S

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	04 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	04 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	18 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)

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

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.

<https://www.visual-paradigm.com/scrum/scrum-burndown-chart/>

<https://www.atlassian.com/agile/tutorials/burndown-charts>

Reference:

<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/epics>

<https://www.atlassian.com/agile/tutorials/sprints>

<https://www.atlassian.com/agile/project-management/estimation>

<https://www.atlassian.com/agile/tutorials/burndown-charts>