## **Project Planning Phase**

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

| Date          | 22 October 2022                           |
|---------------|---|
| Team ID       | PNT2022TMID24328                          |
| Project Name  | Inventory Management System for Retailers |
| Maximum Marks | 8 Marks                                   |

## **Project Tracker, Velocity & Burndown Chart: (4 Marks)**

| Sprint   | Total Story<br>Points | Duration | Sprint Start Date | Sprint End Date<br>(Planned) | Story Points<br>Completed (as on<br>Planned End Date) | Sprint Release Date<br>(Actual) |
|----------|-----------------------|----------|-------------------|------------------------------|---|---------------------------------|
| Sprint-1 | 11                    | 6 Days   | 24 Oct 2022       | 29 Oct 2022                  | 11  | 29 Oct 2022                     |
| Sprint-2 | 7                     | 6 Days   | 31 Oct 2022       | 05 Nov 2022                  | 7   | 05 Nov 2022                     |
| Sprint-3 | 6                     | 6 Days   | 07 Nov 2022       | 12 Nov 2022                  | 6   | 12 Nov 2022                     |
| Sprint-4 | 7                     | 6 Days   | 14 Nov 2022       | 19 Nov 2022                  | 7   | 19 Nov 2022                     |

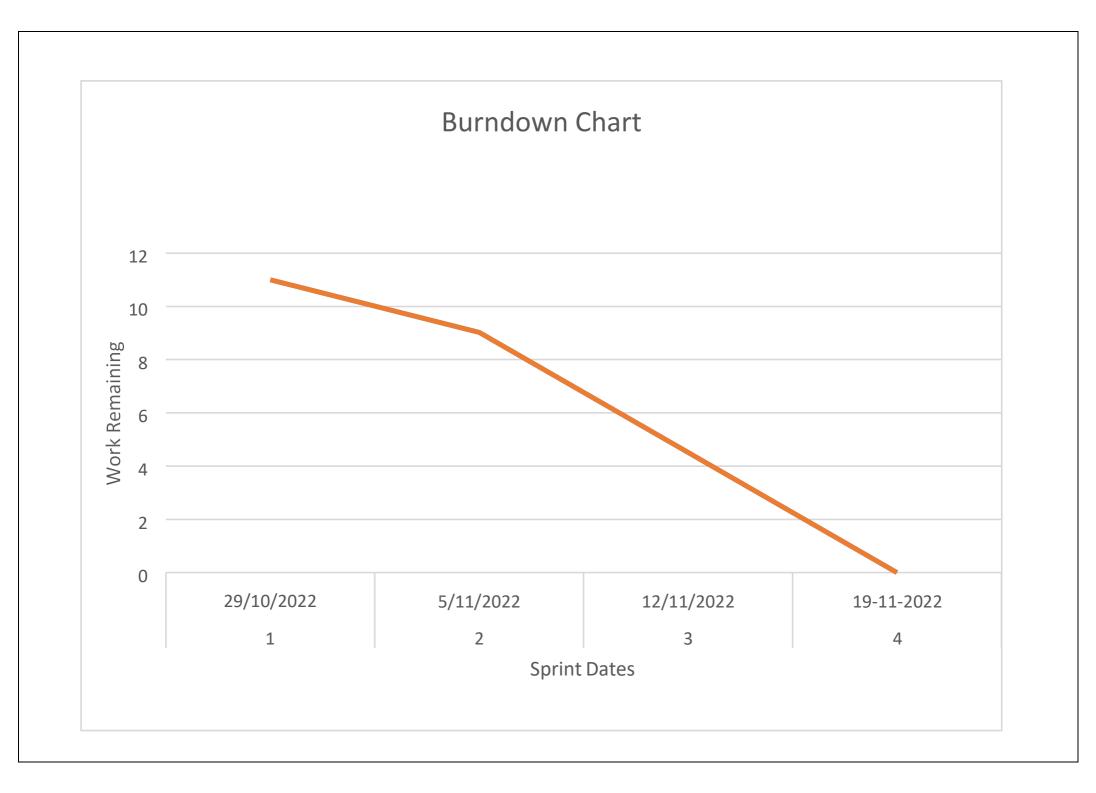
## Velocity:

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)

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

Our velocity should be:

$$AV = \frac{(11+7+6+7)}{24} = \frac{31}{24} = 1.29$$



| Burndown Chart:                         |  |   |  |                                   |         |
|---|--|---|--|-----------------------------------|---------|
| A burn down chart is as Scrum. However, | a graphical representation of wo burn down charts can be applied | rk left to do versus time. It is<br>to any project containing m | s often used in agile softwa<br>easurable progress over ti | re development methodologi<br>me. | es such |
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