Team ID	PNT2022TMID24428
Project Name	Project -VirtualEye - Life Guard for Swimming Pools to Detect Active Drowning

Sprint Delivery Plan

Project Tracker, Velocity & Burndown Chart

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	8	6 Days	24 Oct 2022	29 Oct 2022	6	29 Oct 2022
Sprint-2	14	6 Days	31 Oct 2022	05 Nov 2022	12	05 Nov 2022
Sprint-3	16	6 Days	07 Nov 2022	12 Nov 2022	11	12 Nov 2022

Sprint-4	12	6 Days	14 Nov 2022	19 Nov 2022	12	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)

For Sprint-1 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 8 / 6 = 1.3V

For Sprint-2 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 14 / 6 = 2.3V

For Sprint-3 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 16 / 6 = 2.6V

For Sprint-4 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 12/ 6 = 2.0V

TOTAL TEAM AVERAGE VELOCITY = 2.08