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

Date	05 November 2022
Team ID	PNT2022TMID09836
Project Name	IoT Based Safety Gadget For Child Safety Monitoring &Notification.
Maximum Marks	8 Marks

Product Backlog, Sprint Schedule, and Estimation (4 Marks)

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.	4	High	PUSHPAVENI
Sprint-1	Confirmation Email	USN-2	As a user, I will receive confirmation email once I have registered for the application.	4	High	PRABHA
Sprint-1	Authentication	USN-3	As a user, I can register for the application through Facebook.	4	Medium	SOWMIYADEVI
Sprint-1	Login	USN-4	As a user, I can register for the application through Gmail.	4	High	SAKTHI SOWNDARYA
Sprint-1	Dashboard	USN-5	As a user, I can log into the application by entering email & password.	4	High	SAKTHI SOWNDARYA
Sprint-2	Notification	USN-1	As a user,I should be able to notify my parent and guardian in emergency situations.	10	High	PUSHPAVENI
Sprint-2	Store data	USN-2	As a user,I need to continuously store my location data into the data base.	10	Medium	PRABHA
Sprint-3	Communication	USN-3,1	I should be able to communicate with my parents.	6	Low	SOWMIYADEVI, PUSHPAVENI.
Sprint-3	IoT Device- Watson communication	USN-1,4	The data from IoT device should reach IBM Cloud.	7	Medium	PUSHPAVENI, SAKTHI SOWNDARYA

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-3	Node Device- Cloudant DB communication	USN-4,2	The data stored in IBM Cloud should be properly intergrated with Cloudant DB.	7	High	SAKTHI SOWNDARYA, PRABHA
Sprint-4	User – WebUI intrface	USN-1,4	The Web UI should get inputs from the user	6	High	PUSHPAVENI, SAKTHI SOWNDARYA
Sprint-4	Geofencing	USN-2,3,4	The geofencing of the child should be done based on the geographical coordinates	7	High	PRABHA,SOWMIYADEVI, SAKTHI SOWNDARYA

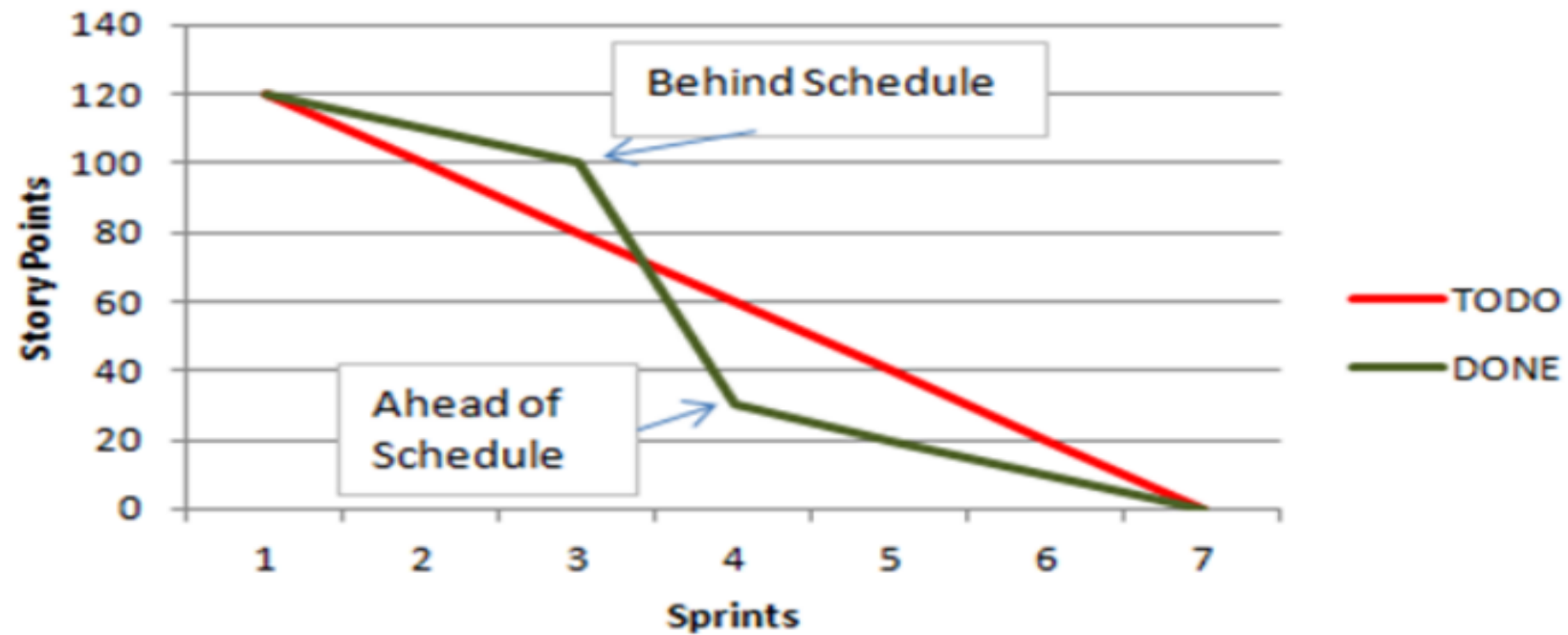**Project Tracker, Velocity & Burndown Chart: (4 Marks)**

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	22/10/22022	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	22/10/2022	29 Oct 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	22/10/2022	29 Oct 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	22/10/2022	29 Oct 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)

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

Release Burndown Chart

Behind Schedule

Ahead of
Schedule

TODO

DONE

Story Points

Sprints

JIRA Software:

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