Project Planning Phase

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

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

Use the below template to create product backlog and sprint schedule

Sprint	Function al Requirem ent(Epic)	User story Number	User story / Task	Story point s	Priority	Team members
Sprint-1	Registration	USN – 1	As a user, registering into the product using a valid email address	5	High	Mohan Rajaa T Mughilan Kagga Ravindra Dhavan Babu
Sprint-2	Registration	USN – 2	As a user, registering into the product using avalid username and password	3	Medium	Mohan Rajaa T Mughilan Kagga Ravindra Dhavan Babu
Sprint-1	Authentication	USN – 3	As a user, I adept to logging into the system with credentials	4	High	Mohan Rajaa T Mughilan Kagga Ravindra Dhavan Babu
Sprint-2	Authentication	USN - 4	As a user, I adept to logging into the system with OTP	2	High	Mohan Rajaa T Mughilan Kagga Ravindra Dhavan Babu
Sprint-1	Designatio n ofRegion	USN – 5	selecting the region of interest to be monitored and analyzed	3	High	Mohan Rajaa T Mughilan Kagga Ravindra Dhavan Babu
Sprint-2	Analysis of Required Phenomen on	USN – 6	Regulating certain factors influencing the actions of the phenomenon	3	High	Mohan Rajaa T Mughilan Kagga Ravindra Dhavan Babu

Sprint	Functional Requiremen t (Epic)	User story Numbe r	User story / Task	Story points	Priority	Team members
Sprint-2	Accumulation of required Data	USN – 7	Gathering data and detailed report on past event analysis	3	Low	Mohan Rajaa T Mughilan Kagga Ravindra Dhavan Babu
Sprint-4	Organizing Unstructured data	USN – 8	Choosing a required algorithm for specific analysis	2	High	Mohan Rajaa T Mughilan Kagga Ravindra Dhavan Babu
Sprint-2	Algorith m selection	USN - 9	Choosing a required algorithm for specific analysis	6	High	Mohan Rajaa T Mughilan Kagga Ravindra Dhavan Babu
Sprint-3	Prediction and analysis of data	USN – 10	Predicting and visualizing the data effectively	36	High	Mohan Rajaa T Mughilan Kagga Ravindra Dhavan Babu
Sprint-4	Report generation	USN – 11	Generating a clear and detailed report on product data analysis	3	High	Mohan Rajaa T Mughilan Kagga Ravindra Dhavan Babu

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

Sprint	Tota l Stor y Poin ts	Duration	Sprint StartDa te	Sprint EndDat e (Planne d)	Story Points Completed (as onPlanned End Date)	Sprint ReleaseDa te(Actual)
Sprint-1	12	6 days	24 Oct 2022	29 Oct 2022	12	30 Oct 2022
Sprint-2	14	6 days	31 Oct 2022	5 Nov 2022	14	6 Nov 2022
Sprint-3	6	6 days	07 Nov 2022	12 Nov 2022	6	8 Nov 2022
Sprint-4	6	6 days	14 Nov 2022	19 Nov 2022	6	20 Nov 2022

Velocity:

Sprint - 1

Average Velocity = Sprint duration / Velocity = 12 / 6

Average Velocity = 2

Sprint - 2

Average Velocity = Sprint duration / Velocity = 14 / 6

Average Velocity = 2.3

Sprint - 3

Average Velocity = Sprint duration / Velocity = 6 / 6

Average Velocity = 1

Sprint - 4

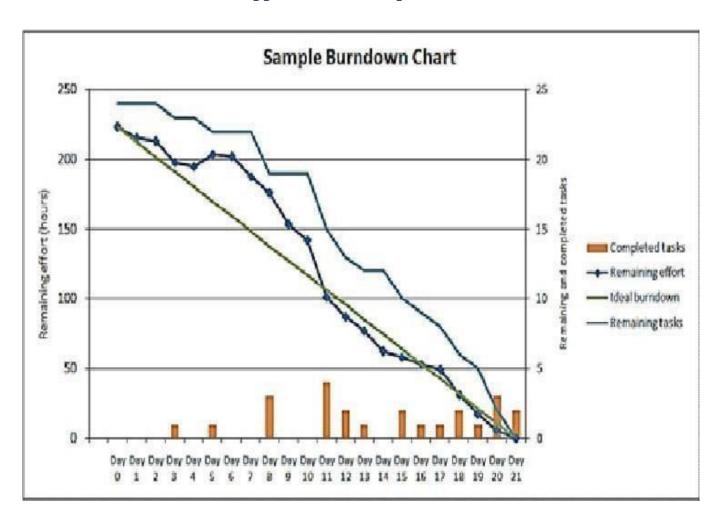
Average Velocity = Sprint duration / Velocity = 6 / 6

Average Velocity = 1

Burndown Chart:

A burn down chart is a graphical representation of work left to do versus time. It isoften used in agile software development methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

An approximate work plan in burndown



Submitted By