Project Planning Phase

Project Planning Template (Product Backlog, Sprint Planning, Stories, Storypoints)

Date	28 October 2022
Team ID	PNT2022TMID46989
Project Name	Project - Real-Time Communication System
	Powered by AI for Specially Abled
Maximum Marks	8 Marks

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

To create product backlog and sprint schedule

Sprint Functional Requirement (Epic)		User Story User Story / Task Number		Story Points	Priority	
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	
Sprint-1	Registration	USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	
Sprint-2	Registration	USN-3	As a user, I can register for the application through phone number	2	Medium	
Sprint-2	User interface	USN-4	Professional responsible for user requirements & needs	2	Medium	
Sprint-3	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	
Sprint-3	Dashboard	USN-6	As a user, I must receive any updates or pop ups in my dashboard	2	High	
Sprint-4	Details	USN-7	As a user, I should get notification about the progress and any updates via email or sms	1	Medium	

Sprint-4	Privacy	USN-8	The developed application should be secure for	2	High
			the users		

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	30 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	13 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	29 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)

$$AV = \frac{sprint\ duration}{velocity}$$

AV = 6/10 = 0.6

Burndown Chart:

day 1

day 2

day 3

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.

SPRINT SCHEDULE CHART:

day 4

day 5

SPRINT BURNDOWN CHART:



day6