Project Planning Phase

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

|  |  |
| --- | --- |
| Date | 10 November 2022 |
| Team ID | PNT2022TMID01950 |
| Project Name | Project – Global Sales Data Analytics |
| Maximum Marks | 8 Marks |

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

Use the below template to create product backlog and sprint schedule

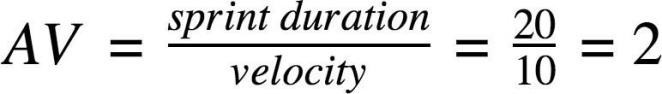
|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional**  **Requirement (Epic)** | **User Story**  **Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-1 | Dataset exploration (Understanding the dataset) | USN-1 | Analyze the data to find patterns, outliers, and similarities as well as the connections between the various variables. It makes it possible to foresee problems like missing data, duplicate data, and data biases. You will be able to foresee issues like missing data, duplicate data,  and data biases. | 2 | Low | Dinesh kumar  Deepak kumar |
| Sprint-2 | Preparing the dataset for visualization | USN-2 | By deleting the undesired, null, duplicate, and | 2 | Low | Bhaveshraj  Gokula selvan |
| missing values during this step, the dataset will be ready for the following phase. |  |
| Sprint-3 | Data visualization | USN-3 | visualisation is a technique for graphically and | 3 | High | Dinesh kumar |
| representing information, emphasising patterns | Deepak kumar |
| trends in data, and gaining quick insights. | Bhaveshraj  Gokula selvan |
|  |  |
| Sprint-4 | Creating dashboard, story and report | USN-4 | From the visualisation, we will create an stories, | 3 | High | Dinesh kumar |
| interactive dashboard that will show all the data, | Deepak kumar |
| and reports visually. | Bhaveshraj  Gokula selvan |
|  |  |

# 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 | 02 Nov 2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 20 | 07 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 30 | 14 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 30 | 21 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)



# Burn Down Chart:

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile [software development](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time.

Expected Burndown Chart:

Burndown Chart

60

50

40

Story Points Left

30

20

10

0

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

Day