

Project Planning Phase

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

Date	22 October 2022
Team ID	PNT2022TMID02157
Project Name	Project – Car resale value prediction
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.	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 Facebook	2	Low	
Sprint-1	Registration	USN-4	As a user, I can register for the application through Gmail	2	Medium	
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	
Sprint-2	Dashboard	USN-6	Users can get to know about all the functionalities of the system	2	High	
Sprint-2	View feedback	USN-7	Users can view others' feedback	1	Low	
Sprint-2	Provider feedback	USN-8	Users can enter their feedback and ratings	2	High	
Sprint-3	Predict resale value	USN-9	Users can enter all the values of the attribute to predict the resale value	4	High	
Sprint-4	Query Handling	USN-10	Executive can handle queries from the users	2	Medium	
Sprint-4	Administration	USN-11	Administrators can solve the database related issues	2	Medium	

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

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

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.

