

Project Planning Phase

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

Team ID	PNT2022TMID16352
Project Name	Inventory Management System for Retailers
Maximum Marks	8 Marks

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

Use the below template to create product backlog and sprint schedule

Release	Functional Requirement (Epic)	User Story Number	User Story / Task	Score 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.	3	High	Abinash S Amos A Arun Kumar S Sathya Babu B
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	3	High	Abinash S Amos A Arun Kumar S Sathya Babu B
Sprint-3		USN-3	As a user, I can register for the application through Facebook	2	Low	Abinash S Amos A Arun Kumar S Sathya Babu B

Sprint-2		USN-4	As a user, I can register for the application through Gmail	2	Medium	Abinash S Amos A Arun Kumar S Sathya Babu B
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Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	3	High	Abinash S Amos A Arun Kumar S Sathya Babu B
Sprint-1	Dashboard	USN-6	As a user, I can track data of sales of products and inventory levels	4	High	Abinash S Amos A Arun Kumar S Sathya Babu B
Sprint-1	Registration (Customer)	USN-7	As a user, I can register for the application by entering my email, password, and confirming my password.	3	High	Abinash S Amos A Arun Kumar S Sathya Babu B
Sprint-1		USN-8	As a user, I will receive confirmation email once I have registered for the application	3	High	Abinash S Amos A Arun Kumar S Sathya Babu B
Sprint-3		USN-9	As a user, I can register for the application through Facebook	2	Low	Abinash S Amos A Arun Kumar S Sathya Babu B
Sprint-2		USN-10	As a user, I can register for the application through Gmail	2	Medium	Abinash S Amos A Arun Kumar S Sathya Babu B

Sprint-1	Login (Customer)	USN-11	As a user, I can log into the application by entering email & password	3	High	Abinash S Amos A Arun Kumar S Sathya Babu B
Sprint-1	Dashboard (Customer)	USN-12	As a user, I can track data of sales of products and inventory levels	3	High	Abinash S Amos A Arun Kumar S Sathya Babu B

Sprint-1	Support	USN-13	As a Executive, I Provide answers for the queries asked by users.	3	High	Abinash S Amos A Arun Kumar S Sathya Babu B
Sprint-4	Manage the Stocks	USN-14	As a administrator, I manage the stocks by adding, shipping and storing the stocks in the storage units	4	High	Abinash S Amos A Arun Kumar S Sathya Babu B
Sprint-4	Control all the users	USN-15	As a administrator, I can control all the users by performing basic CRUD operations.	3	High	Abinash S Amos A Arun Kumar S Sathya Babu B
Sprint-4	Access the database	USN-16	As a administrator, I can control and access the database	3	High	Abinash S Amos A Arun Kumar S Sathya Babu B

Project Tracker, Velocity & Burn down 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	28	11 Days	24 Oct 2022	03 Nov 2022	28	03 Nov 2022
Sprint-2	4	4 Days	04 Nov 2022	07 Nov 2022	4	07 Nov 2022
Sprint-3	4	4 Days	09 Nov 2022	12 Nov 2022	4	12 Nov 2022
Sprint-4	10	6 Days	14 Nov 2022	19 Nov 2022	10	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)

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

Our velocity should be:

$$AV = \frac{(28+4+4+10)}{24} = \frac{46}{24} = \mathbf{1.91}$$