

Project Planning Phase

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

Date	26 October 2022
Team ID	PNT2022TMID51226
Project Name	REAL TIME COMMUNICCATON SYSTEM FOR SPECIALLY AIDED PEOPLE
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	Registration	USN-1	User can register for the application by entering user name and entering a strong password.	2	High	M.B.Jai Vignesh
Sprint-1	Login	USN-2	User can login to the application by entering user name and password	1	high	J.K.Hari Prashath
Sprint-2	Upload image	USN-3	User can input the food images into the application's document	1	high	M.Roopan Raj
Sprint-2	Prediction	USN-4	User can predict the image	1	medium	J.K.Hari Prashath
Sprint-3	Recognize fruit	USN-5	User can choose their fruit type	1	medium	M.Roopan Raj
Sprint-3	Recognize fruit type	USN-6	User can recognize their selected fruit in the output, and recognize it and its benefits	1	medium	P.Rubak
Sprint-4	Recognize fruit data	USN-7	User can recognize the fruit colour in the dataset and differentiate it with others	1	high	M.Roopan Raj

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	20	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	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:

