

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

Date	26 October 2022
Team ID	PNT2022TMID01606
Project Name	VirtualEye - Life Guard for Swimming Pools to Detect Active Drowning
Maximum Marks	4 Marks

**Sprint Delivery Plan**

**Project Tracker, Velocity & Burndown Chart: (4 Marks)**

<b>Sprint</b>	<b>Total Story Points</b>	<b>Duration</b>	<b>Sprint Start Date</b>	<b>Sprint End Date (Planned)</b>	<b>Story Points Completed (as on Planned End Date)</b>	<b>Sprint Release Date (Actual)</b>
Sprint-1	8	6 Days	24 Oct 2022	29 Oct 2022	6	29 Oct 2022
Sprint-2	14	6 Days	31 Oct 2022	05 Nov 2022	12	05 Nov 2022
Sprint-3	16	6 Days	07 Nov 2022	12 Nov 2022	11	12 Nov 2022
Sprint-4	12	6 Days	14 Nov 2022	19 Nov 2022	12	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)

For Sprint-1 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 8 / 6 = 1.3V$

For Sprint-2 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 14 / 6 = 2.3V$

For Sprint-3 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 16 / 6 = 2.6V$

For Sprint-4 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 12 / 6 = 2.0V$

TOTAL TEAM AVERAGE VELOCITY = 2.08