Project Planning Phase

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

| Date | 16-november-2022 |
|--------------|--|
| Team ID | PNT2022TMID51793 |
| Project Name | Emerging Methods for Early Detection of Forest Fires |

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 | As a user, I can register for the application by entering my email, password, and confirming my password. | | High | LOKNATH V NIRANJAN K N MOHAN KUMAR J JOSHUA JAYARAJ L |
| | | USN-2 | As a user, I will receive confirmation email once I have registered for the application usage. | 20 | High | LOKNATH V NIRANJAN K N MOHAN KUMAR J JOSHUA JAYARAJ L |
| Sprint-2 | Input | USN-3 | Whenever the fire is detected, the information is given to the database. | 20 | High | LOKNATH V NIRANJAN K N MOHAN KUMAR J JOSHUA JAYARAJ L |

| Sprint-2 | | USN-4 | When it is the wildfire then the alarming system is activated. | 20 | High | LOKNATH V NIRANJAN K N MOHAN KUMAR J JOSHUA JAYARAJ L |
|----------|--------|-------|--|----|------|--|
| Sprint-3 | Output | USN-5 | And the alarm also sent to the corresponding departments and made them know that the wildfire is erupted. | | High | LOKNATH V NIRANJAN K N MOHAN KUMAR J JOSHUA JAYARAJ L |
| Sprint-4 | Action | USN-6 | Required actions will be taken in order to control erupted wildfire by reaching as early as possible to the destination with thehelp of detecting systems. | 20 | High | LOKNATH V NIRANJAN K N MOHAN KUMAR J JOSHUA JAYARAJ L |

Project Tracker, Velocity & Burn down Chart: (4 Marks) Project Tracker:

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

| 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 |

iteration unit (story points per day)

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

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 methodologies such as scrum. However, burn down charts can be applied to any project containing measurable progress over time.

