

## Sprint Delivery Plan

Date	29 October 2022
Team ID	PNT2022TMID05020
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

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.	5	High	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 1		USN-2	As a user, I will receive confirmation email once I have registered for the application	4	High	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 1		USN-3	As a user, I can register for the application through Gmail	3	Medium	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 1	Login	USN-4	As a user, I can log into the application by entering email & password	4	High	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 1	Dashboard	USN-5	As a user, I can see the stock in hand and how much stock will be received and check other details.	4	High	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 2	Customer details	USN-6	As a user, I can see the customer details like name, company, location, and so on.	3	Low	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh

Sprint 2	Invoice management	USN-7	As a user, I can see, manage, and update or modify the invoice of my shop	1	Low	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 2	Sale and order management	USN-8	As a user, I can see, manage, and update the sale and order	5	Medium	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 2	Return management	USN-9	As a user, I can manage the returned items and check for damaged or defective items.	5	Medium	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 2	Purchase order management	USN-10	As a user, I can enter the newly purchased stock and add or remove the stocks. And upload the purchased details as well.	5	Medium	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 3	Stocks	USN-11	As a user, I can see the stock level, fast-moving, and death stocks.	4	High	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 3	Report	USN-12	As a user, I can see the report of the stock	1	Low	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 3	Notification	USN-13	As a user, it is good if I get a notification for low stock.	2	Medium	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 3	Supplier	USN-14	As a user, I can see the supplier details for a better understanding.	3	Low	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 3	Profile	USN-15	As a user, I can see my profile and give my details after registering as well.	1	Low	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 4	Bill	USN-16	As a user, I like to print the product that is sold now and maintain it.	4	Medium	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 4	Chatbot	USN-17	As a customer care executive, I can view the	4	High	Narash Kumar Naveen Ganesh

			complaints on chat box, As a customer, I should be able solve and reply for the customers queries and as a customer, I can close the complaint after assisting			Edwin Rajan Bala Vignesh
Sprint 4	Containerization	USN-18	As a user, I can access the software with high performance	10	High	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh
Sprint 4	Deployment	USN-19	As a user, I can access the software in the web	10	High	Narash Kumar Naveen Ganesh Edwin Rajan Bala Vignesh

### 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	31 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

Sprint Duration - 6 Days

Velocity of the Team - 20 (points per sprint)

Team's Average Velocity AV = story points / velocity sprint duration = 20/6 = 3.3

# Burndown Chart

