**Project Planning Phase**

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

|  |  |
| --- | --- |
| Date | 18 October 2022 |
| Team ID | PNT2022TMID12623 |
| Project Name | Project - Emerging Methods for Early Detection of Forest Fires |
| 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. | 2 | High | Uvansankar  Ashok Babu  Sandhieep Raajhan  Manojkumar |
|  |  | USN-2 | As a user, I will receive confirmation email once I have registered for the application usage. | 2 | High | Uvansankar  Ashok Babu  Sandhieep Raajhan  Manojkumar |
| Sprint-2 | Input | USN-3 | Whenever the fire is detected, the information is given to the database. | 2 | High | Uvansankar  Ashok Babu  Sandhieep Raajhan  Manojkumar |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Sprint-2 |  | USN-4 | When it is the wildfire then the alarming system is activated. | 2 | High | Uvansankar  Ashok Babu  Sandhieep Raajhan  Manojkumar |
| Sprint-3 | Output | USN-5 | And the alarm also sent to the corresponding departments and made them know that the wildfire is erupted. | 2 | High | Uvansankar  Ashok Babu  Sandhieep Raajhan  Manojkumar |
| 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 the help of detecting systems. | 2 | High | Uvansankar  Ashok Babu  Sandhieep Raajhan  Manojkumar |

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

# Project Tracker:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **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)



**Burndown Chart:**

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile[software development](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time.

**<https://www.visual-paradigm.com/scrum/scrum-burndown-chart/>**

**<https://www.atlassian.com/agile/tutorials/burndown-charts>**

**Reference:**

**<https://www.atlassian.com/agile/project-management>**

**<https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software>**

**<https://www.atlassian.com/agile/tutorials/epics>**

**<https://www.atlassian.com/agile/tutorials/sprints>**

**<https://www.atlassian.com/agile/project-management/estimation>**

**<https://www.atlassian.com/agile/tutorials/burndown-charts>**