

Project Planning Phase

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

Date	7 November 2022
Team ID	PNT2022TMID00473
Project Name	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.	20	High	K.Kowsalya G.U.Madhumitha A.Ramya R.Rebitha
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application usage.	20	High	K.Kowsalya G.U.Madhumitha A.Ramya R.Rebitha
Sprint-2	Input	USN-3	Whenever the fire is detected, the information is given to the database.	20	High	K.Kowsalya G.U.Madhumitha A.Ramya R.Rebitha
Sprint-2		USN-4	When it is the wildfire then the alarming system is activated.	20	High	K.Kowsalya G.U.Madhumitha A.Ramya R.Rebitha

Sprint-3	Output	USN-5	And the alarm also sent to the corresponding departments and made them know that the wildfire is erupted	20	High	K.Kowsalya G.U.Madhumitha A.Ramya R.Rebitha
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.	20	High	K.Kowsalya G.U.Madhumitha A.Ramya R.Rebitha

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)

$$\text{AV} = \text{sprint duration} / \text{Velocity} = 20 / 10 = 2$$

Average velocity of sprint-1: AV = 17/8 = 2.125

Average velocity of sprint-2: $AV = 11/4 = 2.75$

Average velocity of sprint-3: $AV = 22/5 = 5.5$

Average velocity of sprint-4: $AV = 15/4 = 3.75$

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.

