

## Project Planning Phase

Date	01 / 11 / 2022
Team ID	PNT2022TMID01737
Project Name	Nutrition Assistant Application
Maximum Marks	8 Marks

### Product Backlog, Sprint Schedule and Estimation (4 Marks)

Sprint	Functional Requirement(Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	User Panel	USN-1	As a user, I can register for the application by entering my email, and password, and confirming my password.	20	High	Jaisri V Ponpriya V Poojaharini L B Jayashree P
Sprint-2	Core functionality	USN-2	As a user, I will receive a confirmation email once I have registered for the application	20	High	Jaisri V Ponpriya V Poojaharini L B Jayashree P
Sprint-3	User history and activity statistics	USN-3	As a user, I can register for the application through Facebook	20	High	Jaisri V Ponpriya V Poojaharini L B Jayashree P
Sprint-4	Final Delivery	USN-4	As a user, I can register for the application through Gmail	20	High	Jaisri V Ponpriya V Poojaharini L B Jayashree P

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

<b>Sprint</b>	<b>Total Story Points</b>	<b>Duration</b>	<b>Sprint Start Date</b>	<b>Sprint End Date</b>	<b>Story Points Completed</b>	<b>Sprint Release Date</b>
Sprint-1	20	4 Days	24 / 10 / 2022	27 / 10 / 2022	20	27 Oct2022
Sprint-2	20	6 Days	29 / 10 / 2022	03 / 11 / 2022	20	03 NOV 2022
Sprint-3	20	5 Days	04 / 11 / 2022	09 / 11 / 2022	20	09 NOV 2022
Sprint-4	20	6 Days	10 / 11 / 2022	16 / 11 / 2022	20	16 NOV 2022

**Velocity:**

Imagine that we have a 10-day sprint duration and the velocity of the team is 20 (points per sprint). Let us calculate the team's average velocity(AV) per iteration unit (story points per day).

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

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

