

Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID07988
Project Name	Inventory Managment 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.	2	High	Lekha M MohanKumar S
Sprint-2	Connecting user data to web application	USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Kavya R Mohan Kumar S

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-3	Connecting web application to object storage	USN-3	As a user, I can register for the application through Facebook	2	Low	Kavya R Lekha M
Sprint-4	Integrating all the technologies in application	USN-4	As a user, I can register for the application through Gmail	2	Medium	MohanKumar S Mohan Kumar S
Testing phase	Analysis of risk	USN-5	As a user, I can log into the application by entering email & password	1	High	Mohan Kumar S Lekha M
	Debugging		Resolving the error		High	Kavya R Mohan Kumar S
	Testing		Testing the application		High	Lekha M MohanKumar S

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	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	5 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

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)

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