

Project Planning Phase

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

Date	26 October 2022
Team ID	PNT2022TMID04837
Project Name	News tracker applications
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.	10	High	NavienKumar
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	10	High	Niresh
Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password.	15	High	Pragatheeswaran
Sprint-2	Input Necessary Details	USN-4	As a user, I can search the news in the application	15	High	Pranaav
Sprint-2	Data Pre-processing	USN-5	The application searches for news related to the entered details.	15	High	Niresh
Sprint-3	Searching of news	USN-6	As a user, I can search for the accurate news what I want	20	High	Pragatheeshwaran
Sprint-3		USN-7	As a user, I can get accurate news in the application	5	Medium	Navienkumar
Sprint-4	Review	USN-8	As a user, I can give feedback of the application.	20	High	Pranaav



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		
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022		
Sprint-4	20	6 Days	14 Nov 2022	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)

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

