**Project Planning Phase**

**Project Planning Template (Product Backlog, Sprint Planning, Stories, Storypoints)**

|  |  |
| --- | --- |
| Date | 18October 2022 |
| Team ID | PNT2022TMID16374 |
| Project Name | A Gesture-based Tool for Sterile Browsing of Radiology Image |
| 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 | Application/Software Launch | USN-1 | As a user, I can launch the developed application/software | 1 | Medium | Praveen V  Ramanan K  Praveen G  Justus Kevin T |
| Sprint-1 | Accessing the User Interface (UI) | USN-2 | As a user, I can interact with software and operate the application with the help of UI | 1 | Medium | Praveen V  Ramanan K  Praveen G  Justus Kevin T |
| Sprint-2 | Launching the webcam/camera | USN-3 | As a user, I can open the webcam/camera from the application to perform gestures | 1 | Low | Praveen V  Ramanan K  Praveen G  Justus Kevin T |
| Sprint-2 | Upload images from local system for manipulation | USN-4 | As a user, I can upload images to the application from local system for manipulation | 2 | Low | Praveen V  Ramanan K  Praveen G  Justus Kevin T |
| Sprint-3 | Manipulating images through gestures | USN-5 | As a user, I can perform various gestures with respect to system specification to manipulate the images | 2 | Medium | Praveen V  Ramanan K  Praveen G  Justus Kevin T |
| Sprint-4 | Display the result/output | USN-6 | As a user, I can see the sterile browsed/manipulated image on the screen with respect to the gesture performed | 2 | High | Praveen V  Ramanan K  Praveen G  Justus Kevin T |

**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 | 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:**

Here it is a 6-day sprint duration, and the velocity of the team is 20 (points per sprint). The team’s average velocity (AV) per iteration unit (story points per day) is

**AV = sprint duration/velocity = 20/6 = 3**

**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.visual-paradigm.com/scrum/scrum-burndown-chart/)

[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)

**Reference:**

[**https://www.atlassian.com/agile/project-management**](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/how-to-do-scrum-with-jira-software)

[**https://www.atlassian.com/agile/tutorials/epics**](https://www.atlassian.com/agile/tutorials/epics)

[**https://www.atlassian.com/agile/tutorials/sprints**](https://www.atlassian.com/agile/tutorials/sprints)

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[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)