

## Project Planning Phase

### Project Planning

Date	28 June 2025
Team ID	LTVIP2025TMID48549
Project Name	Cosmetic Insights : Navigating Cosmetics Trends and Consumer Insights with Tableau
Maximum Marks	5 Marks

### Product Backlog, Sprint Schedule, and Estimation

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	User Registration	USN-1	Enable registration via form.	3	High	Developer A, QA A
Sprint-1	User Confirmation	USN-2	Implement email confirmation post-registration.	2	Medium	Developer A
Sprint-2	Dashboard Access & Navigation	USN-3	Display dashboard homepage and navigation filters.	5	High	Developer C, Designer A
Sprint-2	Data Visualization	USN-4	Visualize sales trends using line and bar charts.	5	High	Developer C, Analyst A
Sprint-1	User Registration	USN-5	Enable Gmail-based registration.	2	High	Developer B, QA A
Sprint-3	Sentiment Analysis & Alerts	USN-6	Integrate sentiment analysis from customer reviews.	8	High	Developer D, Analyst B
Sprint-3	Sentiment Analysis & Alerts	USN-7	Set up alert system for negative sentiment spikes.	5	Medium	Developer D
Sprint-4	Export & Reporting	USN-8	Enable PDF and Excel export of dashboard visuals.	3	Low	Developer B, QA B

## Project Tracker, Velocity & Burndown Chart

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	7	1 week	01-July-2025	07-July-2025	7	29 Oct 2022
Sprint-2	13	2 week	08-July-2025	21-July-2025	11	
Sprint-3	13	2 week	22-July-2025	04-Aug-2025	13	
Sprint-4	3	1 week	05-Aug-2025	11-Aug-2025	2	

### 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)

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

### Burndown Chart:

Ideal Burndown shows a consistent, linear progress toward completing 7 story points across 7 days.

Actual Burndown shows real team progress, where story points reduced more slowly in early days and caught up later.