**PROJECT PLANNING PHASE**

|  |  |
| --- | --- |
| **Date** | 18th June 2025 |
| **Team ID** | LTVIP2025TMID28938 |
| **Project Name** | To supply leftover food to poor |
| **Maximum Marks** |  |

**Agile Overview: Key Concepts**

|  |  |
| --- | --- |
| **Term** | **Description** |
| **Sprint** | A time-boxed iteration (here, 5 days) in which a set of prioritized tasks is completed. |
| **Epic** | A large feature or functionality too big for a single sprint. |
| **User Story** | A user-centric task that delivers value. It’s a breakdown of an Epic. |
| **Story Points** | Effort estimation for a story using Fibonacci series (1, 2, 3, 5...). Reflects complexity, not time. |

**Sprint Planning Table – 5 Days Per Sprint**

**Sprint 1 – Data Collection & Preprocessing**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Day** | **Task** | **Story Points** | **Type** | **Notes** |
| 1 | Collect customer and inventory data | 2 | Data Sourcing | From Excel sheets and manual records |
| 2 | Load data into Salesforce objects | 1 | Configuration | Import using Data Import Wizard |
| 3 | Handle missing values | 3 | Data Cleaning | Ensure clean entries in Food\_Donation\_\_c, Pickup\_\_c |
| 4 | Create and configure picklist/categorical data | 2 | Object Setup | Set up picklists like Food\_Type\_\_c, Condition\_\_c |
| 5 | Sprint Review + Bug Fixes | – | QA | Internal walkthrough, minor adjustments and fixes |

**Sprint 2 – CRM Development & Automation**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Day** | **Task** | **Story Points** | **Type** | **Notes** |
| 1 | Create custom objects (Donor, Food, Pickup) | 5 | Configuration | Setup schema and Lookup relationships |
| 2 | Design Lightning record pages | 3 | UI/UX | Tabs, layouts for each object |
| 3 | Develop Apex Trigger for updating delivery status | 3 | Backend Logic | Auto-update Delivered\_\_c field on Delivery object |
| 4 | Create Record-Triggered Flow for Email alerts | 5 | Automation | Send confirmation email upon successful delivery |
| 5 | Sprint Review + Test Deployment | – | QA/Deployment | Validate flows, triggers, and output emails |

**Total Story Points (Sprint 2): 16 Points**

**Velocity Calculation**

|  |  |
| --- | --- |
| **Metric** | **Value** |
| Story Points in Sprint 1 | 8 Points |
| Story Points in Sprint 2 | 16 Points |
| **Total Story Points** | **24 Points** |
| **Number of Sprints** | **2** |
| **Velocity** | **24 ÷ 2 = 12 Points/Sprint** |

Your team’s **average velocity is 12 Story Points per Sprint**.

**Sprint Status Summary**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Sprint** | **Duration (Days)** | **Points Planned** | **Points Completed** | **Completion %** | **Remarks** |
| Sprint 1 | 5 | 8 | 8 | 100% | Data collected, cleaned, and loaded |
| Sprint 2 | 5 | 16 | 16 | 100% | CRM setup completed, automation tested |

**Visual Timeline View (2-Week Sprint Schedule)**

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## **Planning Insights & Best Practices Followed**

* Used **Fibonacci-based Story Points** for more accurate estimation of effort and complexity.
* Distributed workload across **2 balanced sprints** with clearly defined deliverables.
* **Broke down each Epic** into granular User Stories for better tracking and accountability.
* **Internal testing was done within the same sprint**, allowing for faster feedback and iteration.
* Sprint planning was done based on **team velocity (12 SP/Sprint)** to ensure timely delivery and avoid overload.

## **Conclusion**

* The team effectively followed the **Agile Sprint methodology** with proper estimation, planning, and execution.
* Final deliverables aligned with the intended goal: a **CRM to streamline leftover food donation, pickup, and delivery**.
* All core components – data modeling, CRM objects, automation (Flows & Triggers), and user interfaces – were **completed within 10 working days over 2 sprints**.

## **Agile Planning Overview**

Agile encourages **incremental delivery** through small iterative cycles called **Sprints**. Each Sprint includes:

* **Product Backlog**: A prioritized list of desired features (Epics + User Stories).
* **Sprint Backlog**: Stories picked for development in a specific sprint.
* **Story Points**: Numerical values representing effort/complexity.
* **Velocity**: Average number of story points delivered per sprint (team velocity = 12 SP/Sprint).
* **Burndown Chart**: Visual tracking of progress over time (optional but recommended).

## **Product Backlog, Sprint Schedule & Estimation**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional Requirement (Epic)** | **User Story No.** | **User Story / Task** | **Story Points** | **Priority** | **Team Member** |
| Sprint-1 | Donor Registration | USN-1 | As a donor, I can register using email, password, and confirm password. | 2 | High | Member 1 |
| Sprint-1 | Donor Confirmation | USN-2 | As a donor, I will receive a confirmation email after registration. | 1 | High | Member 2 |
| Sprint-1 | Social Auth | USN-4 | As a donor, I can register using my Gmail account. | 2 | Medium | Member 3 |
| Sprint-1 | Login Functionality | USN-5 | As a donor/volunteer, I can log into the system with valid credentials. | 1 | High | Member 4 |
| Sprint-1 | Dashboard Setup | USN-6 | As an admin, I can view a dashboard showing total donations, pickups, and deliveries. | 4 | High | Member 1 |
| Sprint-2 | Donation Management | USN-7 | As a donor, I can log food donations with type, quantity, expiry, and pickup location. | 3 | High | Member 2 |
| Sprint-2 | Pickup & Delivery Automation | USN-8 | As a volunteer, I can get assigned to a pickup and record delivery completion with date and time. | 5 | High | Member 3 |
| Sprint-2 | Delivery Confirmation | USN-9 | As a system, I can send an automated confirmation email to the donor once the food is delivered. | 2 | High | Member 4 |
| Sprint-2 | Reporting | USN-10 | As an admin, I can view donation reports and volunteer activity dashboards. | 3 | High | Member 2 |

**Project Tracker & Sprint Release Log**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Total Story Points** | **Duration** | **Sprint Start Date** | **Sprint End Date (Planned)** | **Story Points Completed** | **Sprint Release Date** |
| Sprint-1 | 10 | 5 Days | 20 Feb 2025 | 24 Feb 2025 | 10 | 24 Feb 2025 |
| Sprint-2 | 13 | 5 Days | 25 Feb 2025 | 29 Feb 2025 | 13 | 29 Feb 2025 |

**Velocity Calculation**

* **Total Story Points Completed** = 10 (Sprint-1) + 13 (Sprint-2) = **23 SP**
* **Total Sprints** = 2
* **Velocity** = 23 / 2 = **11.5 ≈ 12 Story Points per Sprint (Avg.)**

**Burndown Chart – Sprint 2 (Conceptual)**

This chart compares **Ideal Progress** with **Actual Progress** of the team during **Sprint 2**:

|  |  |  |
| --- | --- | --- |
| **Day** | **Ideal Remaining SP** | **Actual Remaining SP** |
| Day 0 | 15 | 15 |
| Day 1 | 12 | 13 |
| Day 2 | 9 | 10 |
| Day 3 | 6 | 6 |
| Day 4 | 3 | 3 |
| Day 5 | 0 | 0 |

**Interpretation**: The team’s actual progress followed the ideal curve closely, indicating strong planning and execution.

**Burndown Chart Tools (Recommended)**

You can easily generate the actual burndown chart using:

* **Excel / Google Sheets** – Line chart with two series (Ideal vs Actual)
* **Jira or Trello Agile Boards** – Auto-generated charts from story tracking
* **Visual Paradigm Online** – Scrum Diagram & Velocity Chart tools

**Summary**

|  |  |
| --- | --- |
| **Metric** | **Value** |
| 🧮 Total Story Points Completed | 23 |
| 📐 Average Team Velocity | 12 SP per Sprint |
| 🧠 Planning Technique | Fibonacci-based Story Points |
| 📊 Tools Used | Google Sheets, Trello, Salesforce Playground |