

Project Planning Phase

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

Date	19 February 2026
Team ID	LTVIP2026TMIDS66321
Project Name	Cafeteria Menu Display
Maximum Marks	5 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	Menu Display Setup	USN-1	As a student, I want to view the cafeteria menu on a digital screen so that I can easily see available food items.	2	High	Team
Sprint-1	Menu Display Setup	USN-2	As a cafeteria staff member, I want to display item names and prices clearly on the screen.	1	High	Team
Sprint-2	Menu Updates	USN-3	As a cafeteria staff member, I want to update menu items daily without reprinting boards.	2	High	Team
Sprint-2	Menu Updates	USN-4	As a student, I want to see today's special items highlighted on the menu display	2	Medium	Team
Sprint-3	Admit control panel	USN-5	As an admin, I want to log in and update menu items, prices, and availability easily.	3	High	Team
Sprint-3	Admit control panel	USN-6	As an admin, I want to mark food items as "out of stock" so that students see only available items.	2	High	Team
Sprint-4	User information display	USN-7	As a student, I want to see calorie or ingredient information for each menu item to make healthier choices.	3	Medium	Team
Sprint-4	System reliability	USN-8	As a cafeteria manager, I want a menu display to want the menu display to update automatically in real-time to avoid incorrect information.	5	High	Team

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		
	20	6 Days				
	20	6 Days				
	20	6 Days				
	20	6 Days				

Velocity:

Assume the cafeteria menu display project has a 10-day sprint, and the team completes 20 story points in one sprint. The team's average velocity helps estimate how many menu features (display, updates, admin control) can be completed per day.

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

Burndown Chart:

A Burndown Chart in the cafeteria menu display project shows the remaining story points versus time to track sprint progress. It helps the team ensure features like digital menu display and real-time updates are completed on schedule.

<https://www.visual-paradigm.com/scrum/scrum-burndown-chart/>

<https://www.atlassian.com/agile/tutorials/burndown-charts>

Reference:

<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/epics>

<https://www.atlassian.com/agile/tutorials/sprints>

<https://www.atlassian.com/agile/project-management/estimation>

<https://www.atlassian.com/agile/tutorials/burndown-charts>