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

| Date | 18 October 2022 |
|---|---|
| Team ID | PNT2022TMID38957 |
| Project Name | Emerging Methods for Early Detection of Forest Fires |
| 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. | 20 | High | KIRUBANIDHI R VIKNESH M AKASH K PRAVEEN S |
| Sprint-1 | | USN-2 | As a user, I will receive confirmation email once I have registered for the application usage. | 20 | High | KIRUBANIDHI R VIKNESH M AKASH K PRAVEEN S |

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|---|---|---|---|---|---|---|
| Sprint-2 | Input | USN-3 | Whenever the fire is detected, the<br><br><br>information is given to the database. | 20 | High | KIRUBANIDHI R<br>VIKNESH M<br>AKASH K<br>PRAVEEN S |
| Sprint-2 | | USN-4 | When it is the wildfire then the alarming system is activated. | 20 | High | KIRUBANIDHI R<br>VIKNESH M<br>AKASH K<br>PRAVEEN S |

| 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 |

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|---|---|---|---|---|---|---|
| Sprint-3 | Output | USN-5 | And the alarm also sent to the corresponding<br><br><br>departments and made them know that the | 20 | High | KIRUBANIDHI R<br>VIKNESH M<br>AKASH K<br>PRAVEEN S |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | wildfire is erupted. | | | | |
| Sprint-4 | Action | USN-6 | Required actions will be taken in order to<br><br><br>controlled erupted wildfire by reaching as early as possible to the destination with the help of detecting systems. | 20 | High | | KIRUBANIDHI R<br>VIKNESH M<br>AKASH K<br>PRAVEEN S |

**Project Tracker, Velocity & Burndown Chart: (4 Marks) 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)

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