Project Planning Phase

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

Date	15 February 2025
Team ID	LTVIP2025TMID20763
Project Name	Plugging-into-the-Future-An-Exploration-of- Electricity-Consumption-Patterns-Using- Tableau
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	Data Collection	USN-1	As a utility admin, I want to collect real-time electricity usage from smart meters	3	High	K sarveswara rao
Sprint-1	Data Storage	USN-2	As a developer, I want to store raw and processed data securely for analysis.	3	High	Kodali jyoni
Sprint-2	Data Processing	USN-3	As an analyst, I want to transform and clean data for better visualization.	3	medium	Kallu sravanthi
Sprint-2	Dashboard Design	USN-4	As a user, I want to view daily, weekly, and monthly energy usage visually	3	Medium	Kodali jyoni
Sprint-3	Comparative Analysis	USN-5	As a policymaker, I want to compare consumption across regions in Tablea	3	High	Kamisetti naga haritha
Sprint-4	Notifications / Alerts	USN-6	As a user, I want to receive alerts when energy usage exceeds a threshold.	3		Kallu sravanthi

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	2Days	14 JUNE 2025	16 JUNE 2025	20	16 JUNE 2025
Sprint-2	20	8 Days	17 JUNE 2025	23 JUNE 2025	20	23 JUNE 2025
Sprint-3	20	4 Days	24 JUNE 2025	27 JUNE 2025	20	27 JUNE 2025
Sprint-4	20	2 Days	28 JUNE 2025	30 JUNE 2025	20	30 JUNE 2025

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)

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