Planning Logic – FlightFinder

Definitions

- **Sprint** – A fixed period during which the team completes a set of tasks.
- **Epic** – A large feature divided into smaller user stories.
- **Story** – A small task within an epic.
- **Story Point** – Effort estimation (Fibonacci: 1, 2, 3, 5).

1 – Very Easy
2 – Normal
3 – Moderate
5 – Difficult

Sprint 1

User Authentication (Epic 1)

- User Registration (USN1) – 2
- Email Confirmation (USN2) – 2
- User Login (USN3) – 2
- Forgot Password (USN4) – 3

Flight Search (Epic 2)

- Search by Source & Destination (USN5) – 3
- Filter by Price & Airline (USN6) – 3
- Display Flight Details (USN7) – 3

Total Story Points in Sprint 1

2 + 2 + 2 + 3 + 3 + 3 + 3 = **18**

Sprint 2

Flight Booking (Epic 3)

- Select Flight (USN8) – 2
- Enter Passenger Details (USN9) – 3
- Booking Confirmation Logic (USN10) – 3

Payment Integration (Epic 4)

- Payment Gateway Integration (USN11) – 5
- Payment Success / Failure Handling (USN12) – 3

Booking Management (Epic 5)

- View Booking History (USN13) – 2
- Cancel Booking (USN14) – 3

Total Story Points in Sprint 2

2 + 3 + 3 + 5 + 3 + 2 + 3 = **21**

Total Story Points

Sprint 1 = 18
Sprint 2 = 21

Total Story Points = 18 + 21 = **39**

Number of Sprints = 2

Velocity Calculation

Velocity = Total Story Points / Number of Sprints

Velocity = 39 / 2

Velocity = 19.5 ≈ 20 Story Points per Sprint

 Final Statement

 team's velocity is approximately **20 Story Points per Sprint** for the FlightFinder project.