Project Planning Phase

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

Date	18 February 2026
Team ID	PNT2026TMID001234
Project Name	iRevolution: A Data-Driven Exploration of Apple's iPhone Impact in India
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	User Management	USN-1	As a researcher, I can create an account to access iPhone market analytics dashboards.	2	High	Moria Syam
Sprint-1	User Management	USN-2	As a user, I receive email verification after registration.	1	High	Moria Syam
Sprint-2	Data Collection	USN-3	As a system, I collect iPhone sales and pricing datasets from public sources.	2	Low	Neelima
Sprint-1	Data Integration	USN-4	As a system, I integrate datasets from multiple sources into a centralized database.	2	Medium	Neelima
Sprint-1	Authentication	USN-5	As a user, I log in securely to access dashboards and reports.	1	High	Kavya Sri
Sprint-2	Dashboard	USN-6	As a user, I can view interactive charts showing iPhone adoption trends in India.	3	High	Kavya Sri
Sprint-3	Analytics	USN-7	As an analyst, I can compare iPhone impact with other smartphone brands.	5	High	Kavya Sri
Sprint-4	Reporting	USN-8	As a stakeholder, I can download analytical reports and insights.	3	Medium	Hassen Basha

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	7 Days	18 jan 2026	24 jan 2026	18	24 Feb 2026
Sprint-2	20	7 Days	25 jan 2026	03 feb 2026		
Sprint-3	20	7 Days	04 feb 2026	10 feb 2026		
Sprint-4	20	7 Days	11 feb 2026	17 feb 2026		

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)

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

Burndown Chart:

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile software development methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

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

Velocity Calculation:

Assuming a 7- day sprint duration and an average completion of 20 story points per sprint, the team velocity equals approximately 2.85 story points per day. This helps estimate future sprint capacity and project completion timelines.

Burndown Chart Explanation:

The burndown chart represents remaining work versus time. For the iRevolution project, it tracks completion of analytics modules, dashboards, and reporting features across each sprint, ensuring timely delivery and continuous monitoring of project progress.