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

Date	15 February 2025
Team ID	LTVIP2025TMID52545
Project Name	Toycraft Tales: toycraft Tales: Tableau Vision into Toy Manufacturer Data
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 Registration		USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	
Sprint-2		USN-3	As a user, I can register for the application through Facebook	2	Low	2
Sprint-1		USN-4	As a user, I can register for the application through Gmail	2	Medium	
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	-
	Dashboard					7

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		
						1
			1			

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)

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

Project Tracker, Velocity & Burndown Chart 14 Marks

Score 1				

Velocity

Impose of have a 10-day sprint. It allows a pulled velocity of the same of a prompt of profiled scale of the same of the first scale of the same of th

 $AV = \frac{sprim ducation}{velocity} = \frac{20}{10} = 2$

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