Project Planning Phase Project Planning (Product Backlog, Sprint Planning, Stories, Storypoints)

Date	22 October 2022
Team ID	PNT2022TMID40835
Project Name	Project - University Admit Eligibility Predictor
Maximum Marks	8 Marks

Product Backlog, Sprint Schedule, and Estimation (4 Marks)

Use the below template to create product backlog and sprint schedule

Sprint-2 USN-3 As a user, I can register for the application through Facebook Sprint-1 USN-4 As a user, I can 2 Medium RAMESH KANNAN register for the application through	Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
receive confirmation email once I have registered for the application Sprint-2 USN-3 As a user, I can register for the application through Facebook Sprint-1 USN-4 As a user, I can 2 Medium RAMESH KANNAN register for the application through register for the application through	Sprint-1	Registration	USN-1	register for the application by entering my email, password, and confirming my	2	High	BALAJI M
register for the application through Facebook Sprint-1 USN-4 As a user, I can 2 register for the application through	Sprint-1		USN-2	receive confirmation email once I have registered for the	1	High	MUTHUVEL S
register for the application through	Sprint-2		USN-3	register for the application through	2	Low	KRISHNA PRIYA S
Gmail	Sprint-1		USN-4	register for the	2	Medium	RAMESH KANNAN P

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		

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 <u>software development</u> methodologies such as <u>Scrum</u>. 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-iira-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