# Project Planning Phase

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

| | |
|---|---|
| Date | 11 February 2026 |
| Team ID | LTVIP2026TMIDS24657 |
| Project Name | Flavour Fusion: AI-Driven Recipe Blogging |
| 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 | User Interface Development | USN-1 | Design Streamlit layout and sidebar input | 2 | High | Frontend Dev |
| Sprint-1 | User Interface Development | USN-2 | Implement recipe topic input field | 1 | High | Frontend Dev |
| Sprint-1 | User Interface Development | USN-3 | Implement word count selection slider (100–2000) | 2 | High | Frontend Dev |
| Sprint-1 | AI Integration | USN-4 | Integrate Google Gemini API | 5 | High | AI Dev |
| Sprint-1 | AI Integration | USN-5 | Create structured prompt template | 3 | High | AI Dev |
| Sprint-1 | AI Integration | USN-6 | Display generated recipe content in UI | 3 | High | Full Stack Dev |
| Sprint-2 | Content Formatting | USN-7 | Format output into structured blog sections | 3 | Medium | Backend Dev |
| Sprint-2 | Content Export | USN-8 | Implement Markdown file generation | 3 | High | Backend Dev |
| Sprint-2 | Content Export | USN-9 | Implement download functionality (.md file) | 2 | High | Full Stack Dev |
| Sprint-2 | User Experience Enhancement | USN-10 | Add loading indicator during AI processing | 2 | Medium | Frontend Dev |
| Sprint-2 | User Experience Enhancement | USN-11 | Display random programming joke during loading | 2 | Low | Frontend Dev |
| Sprint-2 | System Reliability | USN-12 | Implement input validation and error handling | 3 | High | Full Stack Dev |
| Sprint-2 | Testing & Deployment | USN-13 | Perform functional testing and local deployment | 3 | High | Full Stack Dev |

**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 | 16 | 7 Days | 01 Feb 2026 | 07 Feb 2026 | 16 | 07 Feb 2026 |
| Sprint-2 | 20 | 7 Days | 08 Feb 2026 | 14 Feb 2026 | 20 | 14 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)

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

Total Story Points Completed = 16 + 20 = 36
Number of Sprints = 2

Velocity = 36 / 2

**Velocity = 18 Story Points per Sprint**

**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.