**In Agile development, a Sprint is a fixed period (e.g. 5 days) during which a team works to complete a defined set of tasks.  
An Epic is a large module or feature that is broken into smaller tasks called Stories, which are individually estimated using Story Points. These points represent the effort involved in completing a task, usually following the Fibonacci sequence (1, 2, 3, 5...).**

**Sprint 1 – Duration: 5 Days**

**Epic: Data Integration and Basic Input Handling**

* **Collection of city policy and KPI data – 2 story points**
* **Loading and parsing uploaded files (.csv, .txt) – 1 story point**
* **Handling missing values in datasets – 3 story points**
* **Processing categorical values (e.g. zones, categories) – 2 story points**

**Total Story Points for Sprint 1: 8**

**Sprint 2 – Duration: 5 Days**

**Epic: Core Feature Implementation and AI Integration**

* **Model integration: Connecting to IBM WatsonX Granite LLM for summarization and chat – 5 story points**
* **Testing AI-generated responses and outputs – 3 story points**
* **Building frontend with Streamlit (navigation, layout, pages) – 3 story points**
* **Pinecone semantic policy search integration – 5 story points**

**Total Story Points for Sprint 2: 16**

**📊Velocity Calculation**

* **Total Story Points Completed: 8 (Sprint 1) + 16 (Sprint 2) = 24**
* **Total Sprints: 2**
* **Velocity (Story Points per Sprint): 24 ÷ 2 = 12**

**Your team’s velocity is 12 story points per sprint.  
This means that, on average, your team can plan and deliver about 12 story points worth of work in each sprint cycle.**