

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

Date	2 February 2026
Team ID	LTVIP2026TMID8993
Project Name	Gemini Historical Artifact Description
Maximum Marks	5 Marks

Product Backlog, Sprint Schedule, and Estimation:

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 Input	USN-1	As a user, I can enter the artifact name or historical prompt so that the AI can generate a description.	1	High	Yugendran
Sprint-1	Image Upload	USN-1	As a user, I can upload an image of a historical artifact so that the system can analyze it.	2	High	Yugendran
Sprint-2	AI Description Generation	USN-1	As a user, I can generate a detailed artifact description using Generative AI so that I can understand its History.	3	High	Yugendran
Sprint-2	Output Display	USN-1	As a user, I can view the generated description on the screen so that I can read and use the information.	1	Medium	Yugendran

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2	Error Handling	USN-1	As a user, I receive an error message when input is missing so that i can correct it.	2	Medium	Yugendran
Sprint-3	Documentation	USN-1	Prepare project documentation and final report.	2	High	Yugendran

Project Tracker, Velocity & Burndown Chart:

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	3	6 Days	02 Feb 2026	07 Feb 2026	3	07 Feb 2026
Sprint-2	6	6 Days	09 Feb 2026	14 Feb 2026	6	14 Feb 2026
Sprint-3	2	4 Days	16 Feb 2026	19 Feb 2026	2	19 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)

$$AV = \text{sprint duration} / \text{velocity} = 11/16 = 0.69$$

