

Sprint Planning – TravelGuideAI Project

A **Sprint** is a fixed time period during which the team works to complete selected tasks.

An **Epic** is a large feature that cannot be completed in a single sprint and is divided into smaller **User Stories**.

A **User Story (USN)** is a small, actionable task that contributes to completing an Epic.

A **Story Point** represents the effort required to complete a story. We use the Fibonacci scale:

- 1 – Very Easy
 - 2 – Easy
 - 3 – Moderate
 - 5 – Complex
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Sprint 1

Epic 1 – Requirement Analysis & Data Setup

- Defining user requirements (USN1) — 2
 - Identifying travel data sources (USN2) — 2
 - Setting up project environment (USN3) — 1
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Epic 2 – Prompt Design & AI Integration

- Designing itinerary prompt structure (USN4) — 3
 - Integrating Gemini API (USN5) — 5
 - Testing API responses (USN6) — 3
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Total Story Points in Sprint 1

$$2 + 2 + 1 + 3 + 5 + 3 = \mathbf{16}$$

Sprint 2

Epic 3 – Application Development

- Building Streamlit UI (USN7) — 5
- User input validation (USN8) — 2
- Displaying itinerary results (USN9) — 3

Epic 4 – Testing & Deployment

- Functional testing (USN10) — 3
 - Bug fixing & optimization (USN11) — 2
 - Deploying demo version (USN12) — 5
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Total Story Points in Sprint 2

$5 + 2 + 3 + 2 + 5 = 20$

Total Story Points

Sprint 1 = 16

Sprint 2 = 20

Total = 36

Velocity Calculation

Velocity = Total Story Points Completed / Number of Sprints

= 36 / 2

= **18 Story Points per Sprint**

Final Statement

Your team's velocity is **18 Story Points per Sprint**, showing consistent and productive progress in developing the TravelGuideAI system.