

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

Date	06-07-2024
Team ID	SWTID1720073159
Project Name	TuneTrail
Maximum Marks	4 Marks

Product Backlog, Sprint Schedule, and Estimation (2 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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Jaiaditya, Riya
Sprint-1	Song Listings	USN-2	Displays a comprehensive list of available songs with details such as title, artist, genre and release date.	3	High	Saket, Savithri
Sprint-1	UI	USN-3	Eye catching, trendy and easy to navigate.	3	High	Jaiaditya, Riya
Sprint-2	Playlist Creation	USN-4	Empower users to create personalized playlists, adding and organizing songs based on their preferences	3	High	Saket, Savithri
Sprint-2	Playback Control	USN-5	Implement seamless playback control features, allowing users to play, pause, skip, and adjust volume during music playback	2	Medium	Saket, Riya

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-3	Offline Listening	USN-6	Allow users to download songs for offline listening, enhancing the app's accessibility and convenience.	3	Medium	Jaiaditya, Savithri
Sprint-3	Library Management	USN-7	Provide users with the ability to manage their music library, including adding, removing, and organizing saved songs and playlists.	2	Medium	Saket, Savithri
Sprint-4	Search Functionality	USN-8	Implement a robust search feature for users to easily find specific songs, artists, or albums within the app.	5	High	Jaiaditya, Riya
Sprint-4	User Profile	USN-9	Allow users to customize their profiles, including profile pictures, bio, and other personalization options.	3	Low	Jaiaditya, Riya
Sprint-5	Daily Recommends	USN-10	Send a song recommendation based on top artist unique to a user as per count of plays	3	Low	Saket, Savithri
Sprint-5	Freaky Trail	USN-11	Receive a digital sticker indicating your streak count of number of times of paused or played	3	Low	Saket, Riya
Sprint-6	Compatibility	USN-12	Specifies the system's ability to operate with other systems or platforms.	5	High	Jaiaditya, Savithri
Sprint-6	Performance	USN-13	Specifies how well the system performs under certain conditions, such as response time, throughput, and scalability requirements.	3	High	Jaiaditya, Saket

Project Tracker, Velocity & Burndown Chart: (2 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	8	4 Days	22 nd June 2024	25 th June 2024	6	26 th June 2024
Sprint-2	5	3 Days	26 th June 2024	28 th June 2024	5	28 th June 2024
Sprint-3	5	3 Days	29 th June 2024	1 st July 2024	3	2 nd July 2024
Sprint-4	8	4 Days	2 nd July 2024	5 th July 2024	8	5 th July 2024
Sprint-5	6	3 Days	6 th July 2024	8 th July 2024	5	9 th July 2024
Sprint-6	8	4 Days	9 th July 2024	12 th July 2024	5	13 th July 2024

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)

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

$$AV = \text{Total Velocity} / \text{Total Duration}$$

Total Velocity = Total Story Points Completed = 6 + 5 + 3 + 8 + 5 + 5 = 32

Total Duration = Sum Of All Sprint Durations = 4 + 3 + 3 + 4 + 3 + 4 = 21

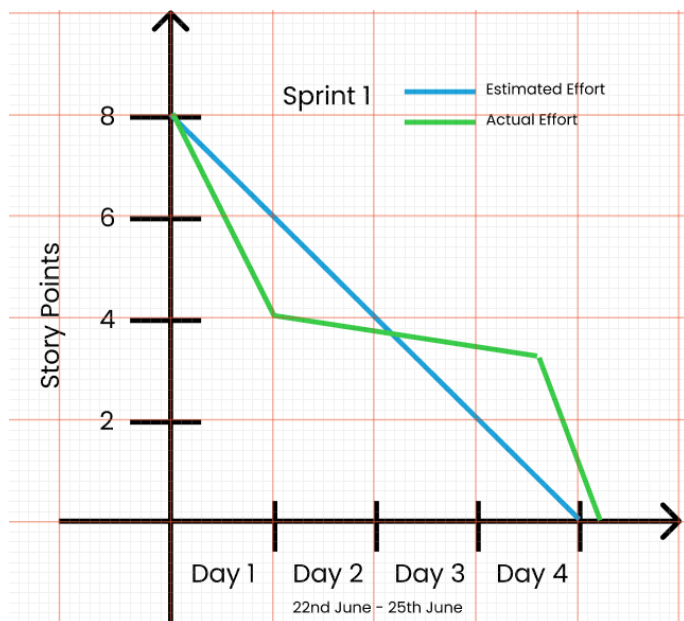
Average Velocity (per iteration unit) = AV = 32 / 21 = 1.523

Burndown Chart:

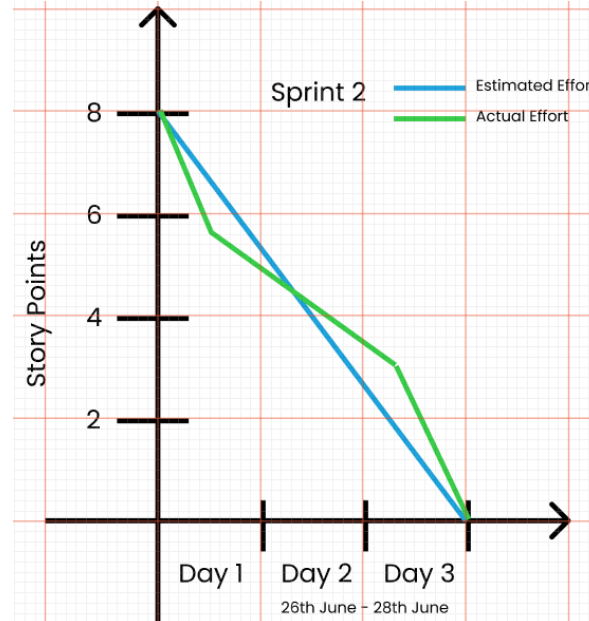
A burndown chart is a graphical representation of work left to do versus time. It is often used in agile software development methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

BURNDOWN CHARTS PER SPRINT:

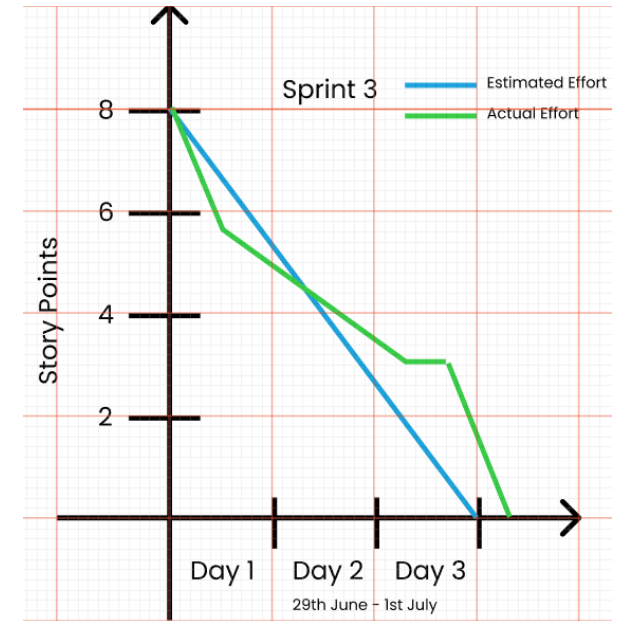
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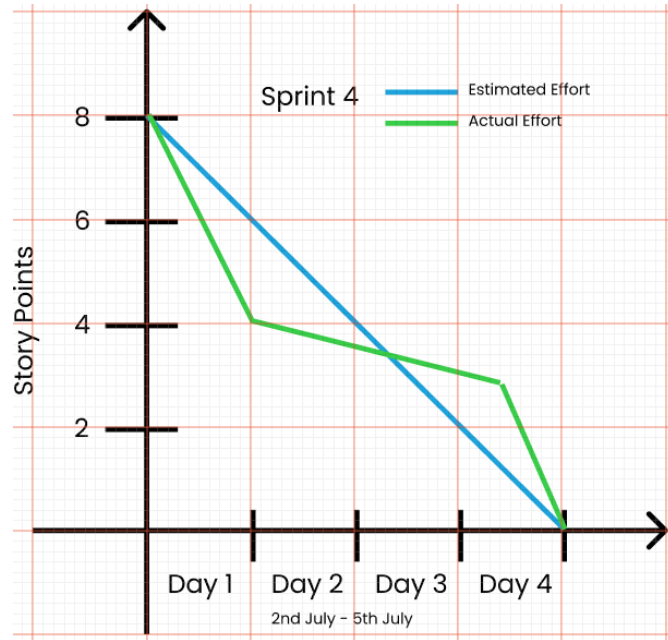
SPRINT 2:



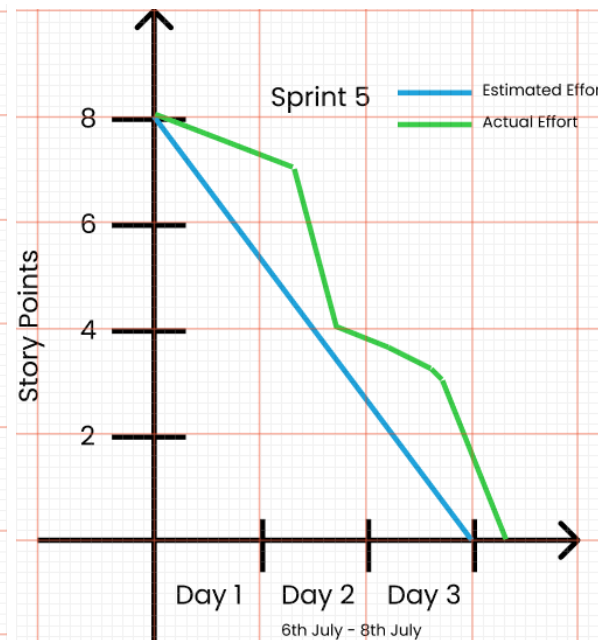
SPRINT 3:



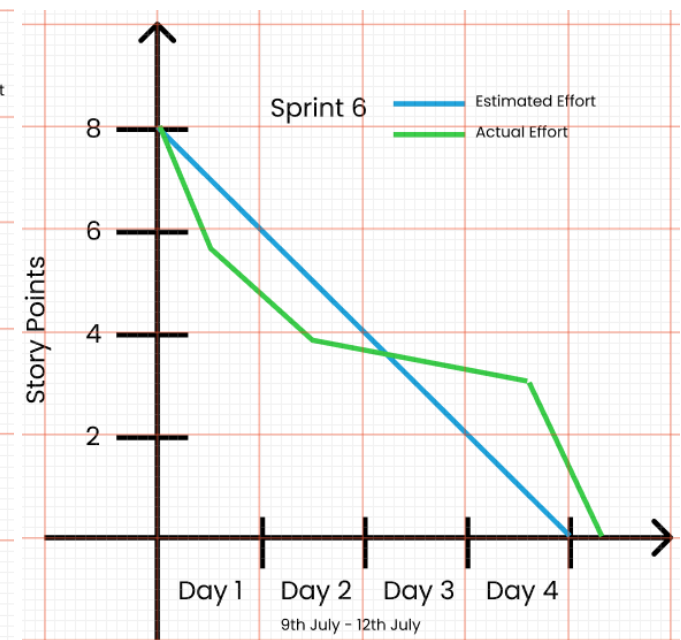
SPRINT 4:



SPRINT 5:



SPRINT 6:



<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-jira-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>