

Project Planning Phase

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

Date	22 February 2026
Team ID	LTVIP2026TMIDS24072
Project Name	ShopEZ:One-Stop Shop for Online Purchases
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 No	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration	USN-1	As a user, I can register using email, password & confirm password	2	High	Frontend Dev
Sprint-1	Registration	USN-2	As a user, I receive confirmation email after registration	1	High	Backend Dev
Sprint-1	Registration	USN-4	As a user, I can register through Gmail	2	Medium	Backend Dev
Sprint-2	Registration	USN-3	As a user, I can register through Facebook	2	Low	Backend Dev
Sprint-1	Login	USN-5	As a user, I can login using email & password	1	High	Frontend + Backend
Sprint-1	Dashboard	USN-6	As a user, I can view my dashboard after login	2	High	Frontend Dev

Sprint	Functional Requirement (Epic)	User Story No	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Product Browsing	USN-7	As a user, I can browse products by category	3	High	Frontend Dev
Sprint-1	Cart	USN-8	As a user, I can add products to cart	3	High	Full Stack Dev
Sprint-2	Checkout	USN-9	As a user, I can proceed to checkout and make payment	5	High	Backend Dev
Sprint-2	Order Tracking	USN-10	As a user, I can track my orders	3	Medium	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	20	6 Days	24 Oct 2022	29 Oct 2022	20	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	18	06 Nov 2022

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-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	17	21 Nov 2022

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)

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

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.

<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>