**Project Planning Phase**

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

| Date | 15 April 2025 |
| --- | --- |
| Team ID | SWTID1742572631 |
| Project Name | Movie Ticket Booking System |
| 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 Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| --- | --- | --- | --- | --- | --- | --- |
| Sprint-1 | Login and Sign up | USN-1 | As a user, I can register for the application by entering my email, password, and confirming my password.As a user, I will receive confirmation email once I have registered for the application | 2 | High | Gautam Singh Kaushik |
| Sprint-1 |  | USN-2 | As a user, I can register for the application through Facebook.As a user, I can register for the application through Gmail | 1 | low |  |
| Sprint -1 |  | USN-3 | As a user, I can log into the application by entering email & password | 2 | High |  |
| Sprint -1 | Interactive UI | USN-4 | As a user i am able to properly interact with the system without significant delays | 5 | High | Sunay Nagpure |
| Sprint-2 | Database Integration | USN-5 | As a user once i log in i am able to see the stored data i.e Movie listings (titles, genres, descriptions, posters) Showtimes & theaters Seat availability User information (name, email, past bookings) Bookings and payments | 5 | High | Prakhar Saxena |
| Sprint-2 | Payment Simulation | USN-6 | As a user I am able to simulate use of different payment options like gpay paypal etc. | 3 | medium | Gautam Singh Kaushik |
| Sprints -2 | Booking system logic | USN-7 | As a user i am able to Checking seat availability in real-time Reserve and update seats Generating booking confirmations | 3 | High | Princi Vishwakarma |
| Sprint -2 |  |  | Prevent Double bookings | 2 | Medium |  |
|  |  |  |  |  |  |  |

**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 | 5 Days | 1 April 2025 | 6 April 2025 | 10 | 7 April 2025 |
| Sprint-2 | 20 | 5 Days | 8 April 2025 | 13 April 2025 | 10 | 15 April 2025 |
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**Velocity:**

Velocity= Total Story Points Completed​/ Number of Sprints

Total story Points= 26

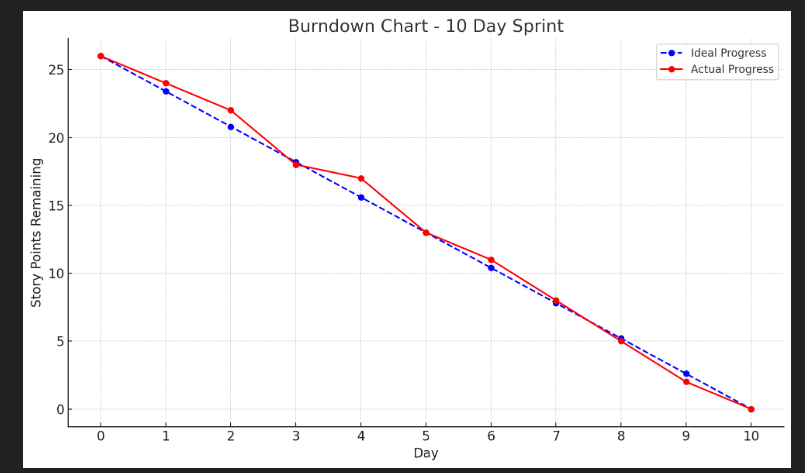
No of Sprints= 2

**Velocity** = (26)/2= 13

13 (Story Points per Sprint)

**Your team’s velocity is 12 Story Points per Sprint.**

**Burndown Chart:**

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