



## Project Planning Phase

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

Date	16 February 2026
Team ID	LTVIP2026TMIDS81707
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 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	Y.Sai Deekshita
Sprint-1	Registration	USN-2	As a user, I will receive confirmation email once I	1	High	B.Rupa Sree

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
			have registered for the application			
Sprint-2	Registration	USN-3	As a user, I can register for the application through Facebook	2	Low	B.Dipthi Reddy
Sprint-1	Registration	USN-4	As a user, I can register for the application through Gmail	2	Medium	A.Preethi
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email C password	1	High	K.Brundha
	Dashboard					

### 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)

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

### ShopEZ – Burndown Chart Overview

A **Burndown Chart** is a visual tool that tracks the amount of work remaining in your project (measured in story points) against time (measured in days or sprints). It helps your team stay on track and identify bottlenecks early.

## **It Works for ShopEZ**

- **X-Axis (Time):** Each sprint (e.g., Sprint-1 to Sprint-4, each lasting 6 days)
- **Y-Axis (Work Remaining):** Total story points (e.g., 20 per sprint)
- **Ideal Line:** A straight line from the total story points to zero, showing expected progress
- **Actual Line:** Plots real progress based on completed story points

### **Example: ShopEZ Sprint-1 Burndown**

<b>Day</b>	<b>Planned Remaining Points</b>	<b>Actual Remaining Points</b>
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Day 1	20	20
Day 2	16	18
Day 3	12	14
Day 4	8	10
Day 5	4	5
Day 6	0	0

This shows your team is on track if the actual line closely follows the ideal line.