

# PROJECT PLANNING & SCHEDULING

## 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	Hardik
Sprint-1	Registration	USN-2	As a user, I will receive a confirmation email once I have registered for the application.	1	High	Hardik

Sprint-1	Registration	USN-3	As a user, I can register for the application through Gmail.	2	Medium	Hardik
Sprint-1	Login	USN-4	As a user, I can log into the application by entering email & password.	1	High	Samarth
Sprint-2	Registration (Social Media)	USN-5	As a user, I can register for the application through Facebook.	2	Low	Samarth
Sprint-2	Dashboard	USN-6	As a user, I can view my profile dashboard after logging in.	3	High	Samarth
Sprint-2	Meeting Dashboard	USN-7	As a user, I can view my upcoming scheduled meetings on the	2	Medium	Sujal

			dashboard.			
Sprint-3	Video Conferencing	USN-8	As a user, I can create a new meeting and get a shareable link.	3	High	Sujal
Sprint-3	Video Conferencing	USN-9	As a user, I can join a meeting using a meeting ID or link.	2	High	Sujal
Sprint-4	Screen Sharing	USN-10	As a user, I can share my entire screen or a specific application window.	3	High	Yogi
Sprint-4	Chat	USN-11	As a user, I can send text messages to all participants during a meeting.	3	Medium	Yogi
Sprint-5	Virtual	USN-12	As a user,	3	Low	Hardik

	Background		I can apply virtual backgrounds to my video feed.			
Sprint-5	Breakout Rooms	USN-13	As a meeting host, I can create breakout rooms and assign participants.	3	Medium	Sujal
Sprint-5	Whiteboard	USN-14	As a user, I can collaborate on a virtual whiteboard during meetings.	3	Medium	Yogi
Sprint-6	Admin Panel	USN-15	As an admin, I can view analytics on meeting usage and performance.	3	Medium	Hardik
Sprint-6	Testing & Deployment	USN-16	As a user, I can access the application on multiple browsers and devices.	2	High	ALL TE AM

Sprint-6	Performance Optimization	USN-17	As a user, I can participate in meetings with minimal latency even on limited bandwidth.	3	High	ALL TEAM

**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	10	5	2	6	10	6

		Days	D Apr 2025	Apr 2025		Apr 2025
Sprint-2	12	6	7 D Apr 2025	12 Apr 2025	12	12 Apr 2025

### Velocity Calculation

- **Sprint-1 Velocity:** 10 story points / 5 days = **2 points per day**
- **Sprint-2 Velocity:** 12 story points / 6 days = **2 points per day**

**Average Velocity: 2 story points/day**

### Burndown Chart:

The **Burndown Chart** for the **Video Conference App** project tracks development progress from **April 2 to April 12, 2025**. It includes:

- **Ideal Progress** (Dashed Blue Line): Represents the expected linear reduction of story points over time.
- **Actual Progress** (Green Line): Shows the real-time completion of story points during the sprint cycle.

**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>**