



BHARATIYA VIDYA BHAVAN'S  
**SARDAR PATEL INSTITUTE OF TECHNOLOGY**  
MUNSHI NAGAR, ANDHERI (WEST), MUMBAI – 400 058.  
(Autonomous College Affiliated to University of Mumbai)  
**MASTER OF COMPUTER APPLICATIONS**

**Class: F.Y.MCA**      **Semester: I AY2425**      Subject: Software Engineering Lab  
**Subject In charge: Nikhita Mangaonkar**      **Course Code: MC503**

**ROLL NO: 2024510001**

**BATCH: A**

**NAME: ATHARVA VASANT ANGRE**

**EXPERIMENT NO: 07**

**EXPERIMENT TITLE: To Use Agile Estimation Technique with help of Tool.**

**Objective:**

- 1.To Implement Agile Estimation technique (Planning Poker)
2. To make use of tool to estimate User story points.



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**Screenshot of every Step:**

**STEP 1 : Add your Game Name and Description about it.**

**STEP 2: Fill the information according to your requirements.**

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STEP 3 : Type your required user story and click on Convert to Stories.

STEP 4 : Add all the members .



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STEP 5: Now, user story is selected and everyone will choose a card according to their view.

The screenshot shows the Planning Poker interface for Story 1. The story text is "As a student I want to view the attendance data." The timer is at 00:10. Four cards are visible: 8 (Atharva A...), 3 (Adam Ans...), 5 (Pranita A...), and 13 (Abhijeet J...). A large green card with the number 8 is being placed on the table. The bottom row of cards shows the sequence: 0, 1, 2, 3, 5, 13, 21, 34, 55, 89, ?, and Pass. The right sidebar shows the current score: Velocity 8, Total 4. The story list on the right includes: 1. As a student I want to view the attendance data. (8), 2. As a Teacher, I want to verify the class attendance. (-), and 3. As an office staff, I want to verify the defaulters list. (-). A green "+ Add Story" button is at the bottom right.

STEP 6 : Second user story is selected and everyone will give their view by picking up a card.

The screenshot shows the Planning Poker interface for Story 2. The story text is "As a Teacher, I want to verify the class attendance." The timer is at 00:26. Four cards are visible: 13 (Atharva A...), 8 (Adam Ans...), 8 (Pranita A...), and 5 (Abhijeet J...). A large green card with the number 13 is being placed on the table. The bottom row of cards shows the sequence: 0, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, ?, and Pass. The right sidebar shows the current score: Velocity 13, Total 4. The story list on the right includes: 1. As a student I want to view the attendance data. (8), 2. As a Teacher, I want to verify the class attendance. (13), and 3. As an office staff, I want to verify the defaulters list. (-). A green "+ Add Story" button is at the bottom right.





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STEP 7 : User story 3 is selected and picking up a card of Fibonacci card.

The screenshot shows the Planning Poker game interface. The main story is "As an office staff, I want to verify the defaulters list." The current story being worked on is "STORY 3/3". The Fibonacci sequence is displayed at the bottom: 0, 1, 2, 5, 8, 13, 21, 34, 55, 89, and a question mark. A card with the number 3 is being picked. The right sidebar shows the score table with a total of 4 and a velocity of 26. The story list on the right includes:

- 1 As a student I want to view the attendance data. 8
- 2 As a Teacher, I want to verify the class attendance. 13
- 3 As an office staff, I want to verify the defaulters list. 5

STEP 8 : Now the description and highest view of each user story is shown .

The screenshot shows the Planning Poker game interface with the story description and highest view of each user story displayed. The main story is "As an office staff, I want to verify the defaulters list." The current story being worked on is "STORY 3/3". The Fibonacci sequence is displayed at the bottom: 0, 1, 2, 5, 8, 13, 21, 34, 55, 89, and a question mark. A card with the number 3 is being picked. The right sidebar shows the score table with a total of 4 and a velocity of 26. The story list on the right includes:

- 1 As a student I want to view the attendance data. 8
- 2 As a Teacher, I want to verify the class attendance. 13
- 3 As an office staff, I want to verify the defaulters list. 5



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STEP 9 : Now, Summary of your system is shown with user story

PlanningPoker.com - Sprints Made Simple, Estimates Made Easy - Google Chrome  
play.planningpoker.com/view\_score/MlaNZSuQJyMr4MhyfavP1rYsdG3X002?print

**Your Planning Poker® Game Summary**

**Attendance Management System**

Traditional attendance methods in classrooms, such as calling roll numbers or passing around attendance sheets, have remained unchanged for years. These methods are time-consuming, error-prone, and often result in issues like proxy attendance. Additionally, the manual process generates physical records that are rarely used after the term and contribute to environmental waste when discarded. Modern technological systems have improved the process but still lack transparency for students and institutions. As a result, students are often unaware of their attendance status until they face problems like being placed on defaulter lists, which can cause complications for educational institutions. This project aims to address the shortcomings of both traditional and modern attendance systems. By implementing advanced technology, the system will provide greater visibility for both students and institutions, ensuring a smoother and more efficient attendance management process.

Story	Story Title	Score
1	As a student I want to view the attendance data.	8
2	As a Teacher, I want to verify the class attendance.	13
3	As an office staff, I want to verify the defaulters list.	5

23°C Haze      Search      ENG US      12:38 pm 26/10/2024