

Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID36512
Project Name	Virtual Eye – Life Guard for Swimming pools to Detect Active Drowning
Maximum Marks	4 Marks

Sprint Delivery Plan

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	8	2 Days	31 Oct 2022	02 Nov 2022	2	04 Nov 2022
Sprint-2	14	2 Days	05 Nov 2022	07 Nov 2022	2	09 Nov 2022
Sprint-3	16	2 Days	09 Nov 2022	11 Nov 2022	2	13 Nov 2022
Sprint-4	12	2 Days	14 Nov 2022	16 Nov 2022	2	18 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)

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

For Sprint-1 the Average Velocity (AV) is : $AV = \text{Sprint Duration} / \text{velocity} = 8/6 = 1.3V$

For Sprint-2 the Average Velocity (AV) is : $AV = \text{Sprint Duration} / \text{velocity} = 14/6 = 2.3V$

For Sprint-3 the Average Velocity (AV) is : $AV = \text{Sprint Duration} / \text{velocity} = 16/6 = 2.6V$

For Sprint-4 the Average Velocity (AV) is : $AV = \text{Sprint Duration} / \text{velocity} = 12/6 = 2.0V$

TOTAL TEAM AVERAGE VELOCITY = 2.08

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.

