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

Date	17 February 2026
Team ID	LTVIP2026TMIDS78778
Project Name	Gemini Historical Artifact Description System
Maximum Marks	5 Marks

Product Backlog & Sprint Schedule (4 Marks)

Sprint	Functional Requirement (Epic)	User Story No	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration	USN-1	As a user, I can register using email and password	2	High	Rajakumar varshitha
Sprint-1	Registration	USN-2	As a user, I receive confirmation email after registration	1	High	Rajakumar varshitha
Sprint-1	Registration	USN-4	As a user, I can register using Gmail	2	Medium	Rajakumar varshitha
Sprint-1	Login	USN-5	As a user, I can login using email & password	1	High	Rajakumar varshitha
Sprint-1	Role Management	USN-6	Admin can create roles (Admin, Agent, User)	3	High	Rajakumar varshitha
Sprint-1	Dashboard	USN-7	Role-based dashboard redirection	3	High	Rajakumar varshitha
Sprint	Functional Requirement (Epic)	User Story No	User Story / Task	Story Points	Priority	Team Members
Sprint-2	Agent Management	USN-8	Admin can add new agents	3	High	Rajakumar varshitha
Sprint-2	Agent Management	USN-9	Admin can update/delete agents	3	High	Rajakumar varshitha

Sprint	Functional Requirement (Epic)	USN	User Story / Task	Story Points	Priority	Team Members
Sprint-2	User Management	USN-10	Admin can view user list	2	Medium	Rajakumar varshitha
Sprint-2	Assignment	USN-11	Admin can assign agent to user	3	High	Rajakumar varshitha
Sprint-2	Social Login	USN-3	User can register using Facebook	2	Low	Rajakumar varshitha

Sprint	Functional Requirement (Epic)	User Story No	User Story / Task	Story Points	Priority	Team Members
Sprint-3	Ticket Management	USN-12	User can create ticket	3	High	Rajakumar varshitha
Sprint-3	Ticket Management	USN-13	User can view ticket status	2	High	Rajakumar varshitha
Sprint-3	Ticket Management	USN-14	Agent can update ticket status	3	High	Rajakumar varshitha
Sprint-3	Ticket Management	USN-15	Agent can view assigned users	2	High	Rajakumar varshitha

Sprint	Functional Requirement (Epic)	User Story No	User Story / Task	Story Points	Priority	Team Members
Sprint-4	Reports	USN-16	Admin can view system reports	3	Medium	Rajakumar varshitha
Sprint-4	Notifications	USN-17	Email notification for ticket updates	3	Medium	Rajakumar varshitha
Sprint-4	Security	USN-18	Password reset functionality	2	High	Rajakumar varshitha
Sprint-4	UI Enhancement	USN-19	Improve dashboard UI	2	Low	Rajakumar varshitha

Project Tracker, Velocity & Burndown (4 Marks)

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed	Sprint Release Date (Actual)
Sprint-1	20	6 Days	10 Feb 2026	15 Feb 2026	20	15 Feb 2026
Sprint-2	20	6 Days	17 Feb 2026	22 Feb 2026	18	22 Feb 2026

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed	Sprint Release Date (Actual)
Sprint-3	20	6 Days	24 Feb 2026	01 Mar 2026	20	01 Mar 2026
Sprint-4	20	6 Days	03 Mar 2026	08 Mar 2026	19	08 Mar 2026

Velocity Calculation

Given:

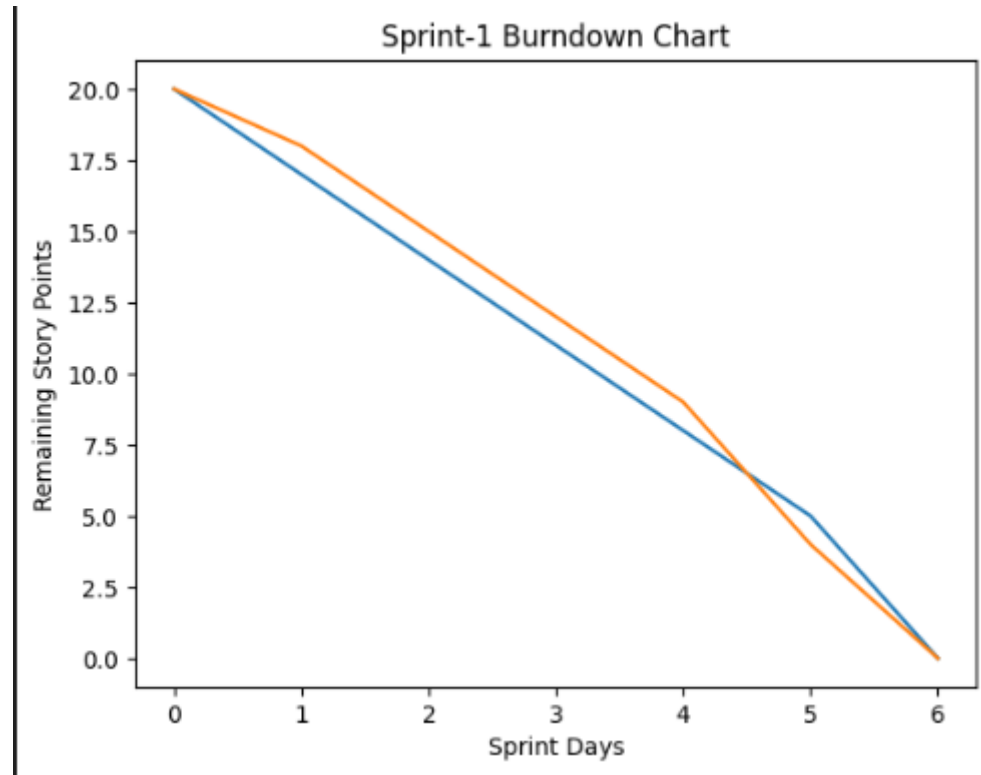- Sprint Duration = 10 Days
- Team Velocity = 20 Story Points per Sprint

Average Velocity (AV) per day:

$$AV=20/10$$

$$AV=2 \text{ Story Points per Day}$$

So, the team completes **2 story points per day on average**.

Burndown Chart

A Burndown Chart represents the remaining work against time.

- X-axis → Sprint Days
- Y-axis → Remaining Story Points
- The ideal line shows expected progress
- The actual line shows real progress

If the actual line stays close to the ideal line, the sprint is on track.
If it goes above, the team is behind schedule.
If it goes below, the team is ahead of schedule.