Project Planning Phase

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

Date	02 November 2025
Team ID	NM2025TMID04313
Project Name	Laptop Request Catalog Item
Maximum Marks	5 Marks

Product Backlog, Sprint Schedule, and Estimation:

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Governance & Setup	USN-1	**Governance Setup:** Create and activate the "Laptop Request" Local Update Set.	1	High	Aarthi B
	Catalog Item Creation	USN-2	**Catalog Item Creation:** Create the main "Laptop Request" Service Catalog Item and configure its categorization.	2	High	Lekha Shree B
Sprint-2	Variables Definition	USN-3	**Variables Definition:** Define the four required variables (laptop_model, justification, additional_accessories, accessories_details).	3	High	Harini S and Nandhini A
	Dynamic Behavior	USN-4 (Part 1)	**Dynamic Behavior (Policy Creation):** Create the Catalog UI Policy (*Show Accessories Details*).	2	High	Lekha Shree B

Sprint-3	Dynamic Behavior	USN-4 (Part 2)	**Dynamic Behavior (Policy Logic):** Implement the UI Policy Action: Set accessories_details to Visible: True and Mandatory: True (Condition: additional_accessories is true).	3	High	Aarthi B
	User Experience Action	USN-5	**User Experience Action:** Create and script the "Reset Form" Client UI Action.	3	Medium	Harini S
Sprint-4	Deployment Prep	USN-6	**Deployment Prep:** Set the Update Set to 'Complete' and export it to XML.	1	High	Lekha Shree B
	Testing/Validation	USN-7	**Testing & Validation:** Validate all functional and dynamic behaviors (UI Policy, Reset Button).	4	High	

Project Tracker, Velocity & Burndown Chart:

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	3	< 1 Day	26 Oct 2025	26 Oct 2025	3	26 Oct 2025
Sprint-2	5	1 Day	26 Oct 2025	27 Oct 2025	5	27 Oct 2025
Sprint-3	6	1 Day	27 Oct 2025	28 Oct 2025	6	28 Oct 2025
Sprint-4	5	1 Day	28 Oct 2025	29 Oct 2025	5	29 Oct 2025
Total	19	4 days			19	

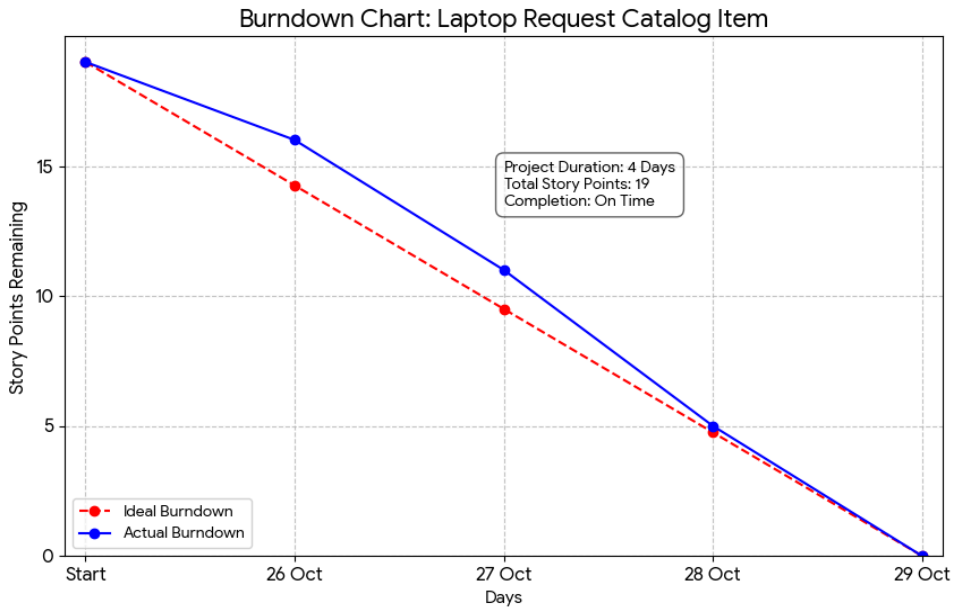
Velocity:

$$Average\ Velocity = \frac{Total\ Story\ Points\ Completed}{Total\ Duration\ in\ Days}$$

Total: 19 points over 4 days → **Velocity =** 4.75 points/day

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.



Burndown Chart Creation and Interpretation Process:

1. **Ideal Burndown (Red Dashed Line):**
    - This line represents the perfectly linear path to project completion. It is calculated by dividing the Total Story Points (19) by the Total Duration of the project (either 3 or 4 days).
    - It defines the **Ideal Daily Rate** (or **target velocity**) the team must maintain, which is **4.75 points/day** (19 points / 4 days).
    - The line's slope demonstrates a stable and manageable pace required for the delivery schedule.
2. **Actual Burndown (Blue Solid Line):**
    - This line plots the actual Story Points remaining at the end of each day, based on the completion of the User Stories in each Sprint.
    - The line begins at 19 points and steps down only when a full User Story is completed and accepted.
3. **Visual Analysis:**
    - If the Blue Line is above the Red Line, the team is behind schedule.
    - If the Blue Line is below the Red Line, the team is ahead of schedule (as planned in your current model).
    - The chart clearly validates that the team's planned **velocity of 4.75 points/day** is sufficient to deliver all **19 Story Points** within the allocated 4-day timeframe, demonstrating a well-scoped and achievable plan.