

Project Planning Phase

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

Date	4 November 2023
Team ID	NM2023TMID03158
Project Name	Apples iPhone Impact in india
Maximum Marks	8 Marks

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 Report call as spam	USN-1	<p>As a user, I can register for the application by entering my email, password, and confirming my password.</p> <p>in the modern sense of the word, began evolving in the 18th century in response to the novel needs of industrializing sovereign states.</p> <p>In early times, the meaning was restricted to information about states, particularly demographics such as population. This was later extended to include all collections of information of all types, and later still it was extended to include the analysis and interpretation of such data. In modern terms, "statistics" means both sets of collected information, as in national accounts and temperature record, and analytical work which requires statistical inference.</p>	2	High	DEEPAK KUMAR
Sprint-1	Modify files, folders And downloas	USN-2	<p>As a user, I will receive confirmation email once I have registered for the application</p> <p><i>Rani Molla is a senior correspondent at Vox and has been focusing her reporting on the future of work. She has covered business and technology for more than a decade — often in charts — including at Bloomberg and the Wall Street Journal.</i></p>	1	High	RAHUL KUMAR SHARMA

Sprint-2	Global smartphone shipments by vendor 2009-2023	USN-3	<p>As a user, I can register for the application through Facebook</p> <p>The iPhone put the internet in everyone's pocket</p> <p>When Steve Jobs first unveiled the iPhone, he <u>described it</u> as a “a revolutionary mobile phone,” a “widescreen iPod with touch controls” and a “breakthrough Internet communications device.”</p>	2	Low	RAHUL KUMAR CHAUHAN
Sprint-1	The most important statistics	USN-4	<p>As a user, I can register for the application through Gmail</p> <p>While it's called the <i>iPhone</i>. it's that last part — the internet device — that has had the biggest effect on the world. That's most obvious in this Ericsson chart showing the usage of mobile voice — relatively steady growth — and exploding mobile internet traffic — boosted by iOS and Android apps. photos and especially video — over the years.</p>	2	Medium	MUSKAN KUMARI
Sprint-1	Login	USN-5	<p>As a user, I can log into the application by entering email & password</p> <p>The iPhone transformed photography from a hobby to a part of everyday life</p> <p>Smartphones, along with their attendant photo-editing apps, put good cameras in everybody's pockets and we all became prolific photographers. The simultaneous rise of social media platforms, in turn, gave</p>	1	High	VISHAL KUMAR

			<p>us a place and a reason to post our photos.</p> <p>This year, 1.2 trillion digital photos will be taken worldwide, and most of those — 85 percent — will be taken on phones, according to market research firm KeyPoint Intelligence (formerly known as InfoTrends). That's up from the 400 billion digital photos taken in 2011.</p>			
	Dashboard		<p>The iPhone App Store changed the way software was created and distributed</p> <p>Apple launched its App Store in 2008 — a year after the iPhone's launch — with 500 apps. Now there are 2.1 million on the App Store and 3.4 million on its Android competitor Google Play, according to app measurement company App Annie.</p> <p>Apps have turned phones into everything from a bank to a motion-sensitive video game device. Indeed, a warehouse of nostalgia could be stuffed with the everyday items that smartphones replaced: Maps, flashlights, clocks, scanners, video cameras, calendars, calculators, computers, iPods and more.</p>			

Product Backlog

The iPhone App Store changed the way software was created and distributed

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Sprint Schedule,

On-demand work began with the first internet boom in the late 1990s. But their numbers didn’t become substantial until the advent of smartphones with GPS chips and on-demand marketplace apps like Uber, according to Steve King, a partner at Emergent Research, which collects on-demand workforce data along with tax-prep company Intuit.

Estimation

major point of sale for gum. Consumers waiting on line to pay would look around and make impulse buys. Now, however, we’re so consumed with our phones that we’re not reaching for a pack of gum to stave off our boredom. Indeed, gum sales have declined 15 percent since 2007, the year the iPhone came out, according to market research firm Euromonitor International.

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	20	6 Days	24 Oct 2022	29 Oct 2022	20	29 Oct 2022

	<p>The iPhone put the internet in everyone's pocket</p> <p>When Steve Jobs first unveiled the iPhone, he <u>described it</u> as a “a revolutionary mobile phone,” a “widescreen iPod with touch controls” and a “breakthrough Internet communications device.”</p> <p>While it's called the <i>iPhone</i>, it's that last part — the internet device — that has had the biggest effect on the world. That's</p>					
Sprint-2	<p>20</p> <p>most obvious in this Ericsson chart showing the usage of mobile voice — relatively steady growth — and exploding mobile internet traffic — boosted by iOS and Android apps, photos and especially video —</p>	6 Days	31 Oct 2022	05 Nov 2022		

	over the years.					
Sprint-3	20 Smartphones. along with their attendant photo-editing apps. put good cameras in everybody's pockets and we all became prolific photographers. The simultaneous rise of social media platforms, in turn, gave us a place and a reason to post our photos.	6 Days	07 Nov 2022	12 Nov 2022		
Sprint-4	20	6 Days	14 Nov 2022	19 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)

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

Project Tracker

iPhones became our fastest-growing obsession — not always for the better

People spent more time [consuming media last year than ever before](#) thanks to smartphones. Socializing, which used to be a non-media activity, now occurs on social media and over mobile connections. Time spent on the mobile web has also cut into other media activities, such as reading physical papers and watching TV.

Velocity & Burndown

These days, iPhones have a lot of cheaper competition and [sales have shrunk](#). In 2018, Apple is expected to sell 241 million phones, compared with Samsung's 404 million, according to data from research firm Canaccord Genuity. Remember that iPhones are more expensive than most smartphones, so while Apple's unit sales aren't the biggest, its revenue per phone is.

Product Backlog

Genesis of iPhone[\[edit\]](#)

The idea of an Apple phone came from [Jean-Marie Hullot](#), a software engineer from [NextStep](#), and later, MacOS.^[1] Initially, making an Apple phone was not favored by CEO Steve Jobs, but eventually Hullot was able to convince him. The first team was created in Paris; however, it was not until a few years later that he took the project more seriously: the French engineers were asked to work back in the US, but Hullot declined and resigned from Apple with his team.^[2] Another engineer, Henri Lamiroux,^[3] became the new head of the project with [Scott Forstall](#),^[4] to develop the iPhone software.^[5]

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.

<https://www.visual-paradigm.com/scrum/scrum-burndown-chart/>

<https://www.atlassian.com/agile/tutorials/burndown-charts>

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>