

## Project Planning Phase

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

Date	03 February 2026
Team ID	LTVIP2026TMIDS24384
Project Name	I Revolution_ A Data-driven Exploration of Apple's iPhone Impact in India using tableau
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	Data Collection	USN-2	As a user, I can load data into the processing environment	1	High	All
Sprint-2	Data Preprocessing	USN-3	As a user, I can handle missing values in the dataset	3	Medium	Bavireddy Vaishnavi
Sprint-2	Data Preprocessing	USN-4	As a user, I can encode or map categorical variables appropriately	2	Medium	All
Sprint-3	Making Graphs / Visualizations	USN-5	As a user, I can build the initial model based on processed data	5	High	Bavireddy Vaishnavi, Bhattu Jagadeesh Prasad
Sprint-4	Dashboard & Stories	USN-6	Dark UI with eye-feasted color palette	6	High	All
Sprint-5	Report & Documentation	USN-7	The step-by-step guide documentation	7	Medium	All

**Project Tracker, Velocity & Burndown Chart: (4 Marks)**

<b>Sprint</b>	<b>Total Story Points</b>	<b>Duration</b>	<b>Sprint Start Date</b>	<b>Sprint End Date (Planned)</b>	<b>Story Points Completed (as on Planned End Date)</b>	<b>Sprint Release Date (Actual)</b>
Sprint-1	20	1 Day	28 January 2026	28 January 2026	20	28 January 2026
<b>Sprint-2</b>	<b>20</b>	<b>1 Day</b>	29 January 2026	29 January 2026	<b>20</b>	29 January 2026
<b>Sprint-3</b>	<b>20</b>	<b>1 Day</b>	30 January 2026	30 January 2026	<b>20</b>	30 January 2026
<b>Sprint-4</b>	<b>20</b>	<b>1 Day</b>	31 January 2026	31 January 2026	<b>20</b>	31 January 2026
<b>Sprint-5</b>	<b>20</b>	<b>1 Day</b>	01 February 2026	01 February 2026	<b>20</b>	01 February 2026

**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)

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

### 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.

