

Project Planning Phase

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

Date	08 July 2024
Team ID	SWTID1720170691
Project Name	Flight Booking APP
Maximum Marks	4 Marks

Product Backlog, Sprint Schedule, and Estimation (2 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	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Team Member A, B
Sprint-1		USN-2	As a user, I will receive a confirmation email once I have registered for the application.	1	High	Team Member A
Sprint-2		USN-3	As a user, I can register for the application through Facebook.	2	Low	Team Member B
Sprint-1		USN-4	As a user, I can register for the application through Gmail.	2	Medium	Team Member A, C
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password.	1	High	Team Member B
Sprint-2	Dashboard	USN-6	As a user, I can view my flight bookings on a dashboard.	3	High	Team Member A, C
Sprint-2	Search Flights	USN-7	As a user, I can search for flights by entering departure and destination cities and dates.	3	High	Team Member B, C
Sprint-3	Book Flight	USN-8	As a user, I can book a flight by selecting a flight from the search results.	3	High	Team Member A, B

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-3	Payment	USN-9	As a user, I can make a payment for my flight booking using a credit/debit card or other payment methods.	3	High	Team Member B, C
Sprint-4	Booking Confirmation	USN-10	As a user, I will receive a booking confirmation email after successfully booking a flight.	2	Medium	Team Member A
Sprint-4	Cancel Booking	USN-11	As a user, I can cancel a flight booking and receive a refund if applicable.	2	Medium	Team Member B

Project Tracker, Velocity & Burndown Chart: (2 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	4 Days	20 June 2024	23 June 2024	18	24 June 2024
Sprint-2	20	4 Days	24 June 2024	27 June 2024	19	28 June 2024
Sprint-3	20	4 Days	28 June 2024	1 July 2024	17	2 July 2024
Sprint-4	20	4 Days	2 July 2024	6 July 2024	18	7 July 2024

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)

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

Burndown Chart:

A burndown 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>