PROJECT PLANNING PHASE

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

Date : 4 Nov 2025

Team ID : NM2025TMID03861

Project Name : To Supply Leftover Food to Poor

Maximum Marks: 4 Marks

Project Planning Template: Food Rescue Connect

Project Team: R.KARTHIKA, G.BHARATHI, R.PRIYADHARSHNI, M.NIVETHENIYA
Project Goal: To develop a Salesforce-based "Food Rescue Connect" platform that efficiently links surplus food donors with recipients (poor individuals/families, charities) via volunteer logistics, reducing food waste and addressing hunger.

1. Product Backlog

The Product Backlog is a prioritized, estimated list of all the features, functions, requirements, enhancements, and fixes that need to be delivered. It's dynamic and continuously refined.

Product Backlog Items (PBI)

ID	Item Type	Feature/Epic/User Story (High-Level)	Priority (1-High, 5-Low)	Initial Estimate (Story Points)	Status (New, Refined, Approved)	Notes/Dependencies
PB001	Epic	**Donor Management & Offer Submission**	1	(Aggregate)	Approved	Core functionality for food sourcing.
PB002	Epic	**Recipient Needs & Allocation System**	1	(Aggregate)	Approved	Core functionality for distribution.
PB003	Epic	**Volunteer Logistics & Tracking**	1	(Aggregate)	Approved	Critical for efficient delivery.
PB004	Epic	**Platform Administration & Reporting**	2	(Aggregate)	Approved	Essential for oversight and impact measurement.
PB005	Story	**Donor: Submit Ad-hoc Food Offer (Mobile)**	1	8	Refined	Based on FR1. Requires LWC.
PB006	Story	Recipient: Browse & Request Matching Offers	1	13	Refined	Based on FR2. Requires LWC.

PB007	Story	Volunteer: View & Accept Delivery Tasks (Mobile)	1	8	Refined	Based on FR4. Requires LWC & Map API.
PB008	Story	Automated Email/SMS Notifications for Pickups/Deliveries	2	5	Refined	Based on FR5. Requires Twilio integration.
PB009	Story	Admin: Manage Donor/Recipient/Volunteer User Accounts	2	5	Refined	Based on FR7. Standard Salesforce capabilities.
PB010	Bug	Fix: Intermittent loading issue on "My Requests" page	3	2	New	Found during UAT.
PB011	Feature	Donor: Recurring Food Offer Setup	2	5	Refined	Part of PB001. Enhances donor convenience.
PB012	Feature	Recipient: Provide Post-Delivery Feedback	3	3	New	Part of FR8. Collects quality data.
...	...	*(Add more backlog items as needed, breaking down epics into features/stories)*	...	...	...	...

2. Sprint Planning Template

This section outlines the plan for a specific sprint, detailing which backlog items will be worked on.

Sprint Backlog Items

ID	User Story / Task (from Product Backlog)	Assigned To	Story Points	Status (To Do, In Progress, Review, Done)	Notes
PB005	As a Local Food Donor, I want to quickly offer ad-hoc surplus food via a mobile app...	R.KARTHIKA, M.NIVETHENIYA	8	In Progress	Design LWC, develop Apex controller, build Flow for initial processing.
PB007	As a Volunteer Driver, I want to view and accept delivery tasks on my mobile device...	G.BHARATHI, R.PRIYADHARSHNI	8	To Do	Develop LWC for task list, integrate with basic map display.
PB008	As a Donor/Recipient/Volunteer, I want to receive automated email/SMS notifications...	R.KARTHIKA	5	To Do	Setup Salesforce Email Alerts and Twilio integration for SMS.
PB010	Fix: Intermittent loading issue on "My Requests" page	M.NIVETHENIYA	2	To Do	Investigate LWC rendering and query performance.

3. User Stories Format & Examples

User Stories are short, simple descriptions of a feature told from the perspective of the person who desires the new capability, usually formatted as:
"As a [type of user], I want [some goal] so that [some reason]."

Each User Story should have clear Acceptance Criteria.

Example User Story:

Acceptance Criteria:

- **AC1:** The user can access a "Quick Offer" form within the mobile-optimized Experience Cloud portal.
- **AC2:** The form includes fields for "Food Type" (dropdown), "Estimated Servings" (number), "Best Pickup Window" (time picker), and "Special Instructions" (text).
- **AC3:** The user can optionally upload up to 3 photos of the food.
- **AC4:** Upon successful submission, a "Food Offer" record is created with a "Pending" status and linked to the donor's account.
- **AC5:** The system automatically identifies the donor's pickup address based on their registered location.

4. Story Points Guide

Story Points are a unit of measure for expressing the overall effort required to implement a user story or backlog item. Effort includes complexity, amount of work, and risk/uncertainty. We typically use a modified Fibonacci sequence (e.1., 1, 2, 3, 5, 8, 13, 21…) for estimation.

Story Point Scale & Meaning (Example)

Story Points	Effort / Complexity	Salesforce Context (Food Rescue Connect)
1	**Very Small / Trivial**	Simple picklist value addition, minor text label change, updating a field-level validation rule, basic report filter adjustment.
2	**Small / Straightforward**	Creating a new simple report/dashboard, minor update to an existing Flow, adding a few custom fields, a basic LWC to display static info.
3	**Medium / Manageable**	Developing a moderate Flow for automated status updates, creating a basic Apex trigger for data integrity, building a simple LWC form with basic save functionality, integrating a single-call external API (e.g., sending a basic SMS).
5	**Moderate / Noticeable**	Developing a new LWC component with backend Apex for data manipulation (e.g., custom donor offer form), implementing a multi-step Flow with conditional logic, integrating a more complex external API (e.g., Google Geocoding for address validation).
8	**Large / Challenging**	Building a significant LWC component with interactive elements and multiple Apex calls, developing Batch Apex for scheduled data processing (e.g., daily allocation runs), initial setup and integration of a core module feature (e.g., Ad-hoc Offer Submission, Volunteer Task View).
13	**Very Large / Complex**	Developing a major feature with extensive LWC, complex Apex business logic, and significant external integrations (e.g., initial Route Optimization engine with dynamic recalculations, comprehensive Matching/Allocation algorithm), complex data migration requiring custom scripts and validation.
21	**X-Large / Epic / Huge Effort**	Reserved for exceptionally large features, architectural redesigns, or spikes with very high uncertainty. Indicates the story needs to be broken down into smaller, more manageable pieces.
?	**Unknown / Too**	Indicates the team has too many unanswered questions, dependencies, or significant technical unknowns to provide an estimate. Requires further investigation or a dedicated "spike" story.

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Estimation Guidelines:

- Estimates are relative, not absolute hours or days.
- Estimates account for all work: development, unit testing, integration testing, documentation, and deployment support.
- Team members estimate collaboratively during backlog refinement and sprint planning sessions.

5. Velocity

Velocity is a key metric in Agile that measures the amount of work (in story points) a development team can consistently complete within a single sprint. It's calculated by summing the story points of all "Done" (successfully completed and accepted) items at the end of a sprint. Velocity helps in:

- **Forecasting:** Predicting how much work can be realistically taken on in future sprints.
- **Planning:** Helping the team commit to a sustainable amount of work for upcoming sprints.
- **Tracking Progress:** Providing an objective measure of the team's output over time.

Formula:
Average Velocity = (Total Story Points Completed) / (Total Duration in Days)

Example Calculation (as provided):

- **Scenario:** A team completes **16 story points** over **9 days** of active development within a sprint.
- **Calculation:** Velocity = 16 points / 9 days
- **Result:** Velocity = 1.78 points/day

This daily velocity can then be used to estimate capacity for future sprints. For instance, if a typical sprint is 10 working days, the team might estimate their capacity to be approximately 17-18 story points for that sprint (1.78 points/day * 10 days). Velocity is typically averaged over the last 3-5 sprints to provide a more stable and reliable prediction.