

Project Design Phase

Problem–SolutionFitTemplate

Date	01NOV2025
TeamID	NM2025TMID03923
ProjectName	Garage Management System
MaximumMarks	4Marks

Product Backlog, Sprint Schedule, and Estimation (4 Marks)

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Customer & Vehicle Registration	USN-1	As an admin, I can register new customers and their vehicles in the system.	3	High	N. Durga Mahendra
Sprint-1	Service Category Management	USN-2	As a garage manager, I can add and manage different service categories (e.g., repair, wash, maintenance).	2	High	R.S.S. Manoj
Sprint-2	Job Assignment	USN-3	As a manager, I can assign jobs to mechanics based on skill and availability.	3	High	N. Gowtham
Sprint-2	Inventory Tracking	USN-4	As an admin, I can update and monitor spare parts inventory.	4	High	O.Sravani
Sprint-3	Billing and Payment	USN-5	As a cashier, I can generate invoices and manage payments after services.	4	Medium	N. Durga Mahendra
Sprint-3	Notification System	USN-6	As a customer, I can receive SMS or email notifications about service status and completion.	3	Medium	R.Kiran
Sprint-4	Reports & Feedback	USN-7	As a manager, I can generate daily/weekly reports and view customer feedback.	2	Low	O.Sravani

Project Tracker, Velocity & Burndown Chart (4 Marks)

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date(Planned)	Story Points Completed (as on PlannedEndDate)	Sprint Release Date(Actual)
Sprint-1	15	6Days	01NOV 2025	06NOV 2025	15	06NOV 2025
Sprint-2	18	6Days	07NOV 2025	12NOV 2025	18	12NOV 2025
Sprint-3	20	6Days	13NOV 2025	18NOV 2025	19	18NOV 2025
Sprint-4	15	6Days	19NOV 2025	24NOV 2025	15	24NOV 2025

Velocity Calculation

Average Velocity = (Total Story Points Completed) / (Total Duration in Days)
 $= (67 \text{ Story Points}) / (24 \text{ Days}) = 2.79 \text{ Points/Day}$

Burndown Chart

A Burndown Chart represents the work remaining versus time across sprints. In this project, tasks such as registration, job management, billing, and reporting are tracked to ensure continuous progress. It helps the team maintain timely delivery and identify workflow bottlenecks.

References:

- <https://www.visual-paradigm.com/scrum/what-is-agile-software-development>
- <https://www.atlassian.com/agile/tutorials/burndown-charts>
- <https://www.atlassian.com/agile/tutorials/sprints>
- <https://www.atlassian.com/agile/project-management/estimation>