

Project Planning Phase

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

Date	25 June 2025
Team ID	LTVIP2025TMID49786
Project Name	Visualizing Housing Markets Trends :An Analysis Of Sale Prices And Features Using Tableau
Maximum Marks	5 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-1	As a user, I want to collect the housing dataset for analysis.	2	High	Ganga Maheswari
Sprint-1	Data Collection	USN-2	As a user, I want to load the dataset into tableau.	1	High	Manasa
Sprint-1	Data Preprocessing	USN-3	As a user, I want to handle missing values in the dataset to ensure data quality.	3	Medium	Sowjanya
SSprint-1	Data preprocessing	USN-4	As a user, I want to transform categorical variables to usable format.	2	Medium	Krishnaveni
Sprint-2	Model Building	USN-5	As a user, I want to build a model to predict housing prices.	5	High	Ganga Maheswari
Sprint-2	Model Building	USN-6	As a user, I want to test the model with real data to ensure its accuracy.	3	Medium	Manasa
Sprint-2	Deployment	USN-7	As a user, I want working HTML pages to present my findings.	3	Medium	Sowjanya
Sprint-2	Deployment	USN-8	As a user, I want to deploy the model and dashboard using flask.	5	High	Krishnaveni

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	8	5 Days	1 Jul 2025	5 Jul 2025	8	5 Jul 2025
Sprint-2	16	5 Days	6 Jul 2025	10 Jul 2025	16	10 Jul 2025

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)

Velocity Calculation

$$\text{Velocity} = \frac{\text{Total Story Points}}{\text{Number of Sprints}} = \frac{24}{2} = 12 \text{ Story Points/Sprint}$$

$$\text{Points/Sprint} = \text{Velocity} = \frac{\text{Total Story Points}}{\text{Number of Sprints}} =$$

$$\frac{24}{2} = 12 \text{ Story Points/Sprint} \quad \text{Velocity} = \frac{\text{Total Story Points}}{\text{Number of Sprints}}$$

$$\text{Points} = 24 = 12 \text{ Story Points/Sprint} \quad \text{Average Velocity (AV)} = \frac{\text{Points}}{\text{Sprint}}$$

$$\text{Duration} = 10 \text{ Days} \quad \text{Velocity} = 12 \text{ Story Points/Sprint} \quad \text{Average Velocity (AV)} = \frac{\text{Points}}{\text{Sprint}}$$

$$\frac{\text{Sprint Duration}}{\text{Velocity}} = \frac{10}{12} \approx 0.83 \text{ (Story Points/Day)}$$

Points/Day}}Average Velocity (AV)=VelocitySprint Duration=1210~~0.83 (Story

Points/Day)

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.

Burndown Chart Summary

Sprint-1 Start :8 story points

Sprint-1 End: 0 story points remaining

Sprint-2 Start: 16 story points

Sprint-2 End: 0 story points remaining

The burndown chart will show a steady decline from 24 → 0 over 10 days with ~2.4 story points completed per day.