**Agile Release Plan & Burn down Chart Assignment**

**Release Plan**

**Assumptions:**

1. The team is using the Schedule Based Release planning method to plan the releases.
2. Team will not be completing all the user stories at the end of the second major release. There are more releases to come.
3. 1st interim release consist of 3 sprints.
4. 2nd Major go live consist of 4 sprints plus 1 week of preparation for the major release.
5. For user stories, though the priorities were defined at the beginning, some of the low priority items has to be taken early due to dependencies.

**Release 1 (Interim Go Live)**

No of Sprints = 9 weeks / 3 weeks = **3**

Velocity = **15**

Estimated points to complete = 15 \* 3 = **45**

**Release 2 (Major Go Live)**

No of Sprints = 13 weeks / 3 weeks = **4**

Velocity = **15**

Estimated points to complete = 15 \* 4 = **60**

Total Story points (work) planned to be completed by the end of the 2 releases = 105

*Note:*

Though total of 105 story points should be covered by the end of the 2 releases, after breaking down into sprints, only 102 could be completed.

Please find the Release Plan for the 2 releases below:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Release** | **Iteration** | **ID** | **User Story** | **Estimated Size** | **Priority** |
| 1 - Interim Go Live | Sprint 1 | 1000 | Search for resumes by keywords | 3 | 1 |
| 1001 | Enter Resume online | 5 | 2 |
| 1002 | Post a job opening | 2 | 3 |
| 1008 | Add a social network | 3 | 4 |
| 1013 | Download resume in PDF format | 2 | 22 |
|  | **Total** | **15** |  |
| Sprint 2 | 1016 | Add a recruiter profile | 5 | 5 |
| 1017 | Add a rating to a recruiter | 8 | 6 |
| 1020 | Browse a recruiter profiles by location | 2 | 17 |
|  | **Total** | **15** |  |
| Sprint 3 | 1025 | Review skill suggestions | 13 | 7 |
| 1026 | Approve a skill suggestion | 3 | 8 |
|  | **Total** | **16** |  |
|  |  | **Total for the Release** | **46** |  |
| 2 - Major Go Live | Sprint 4 | 1003 | Find a job opening that matches my skills | 3 | 9 |
| 1004 | Find resumes with skills that match a job opening | 5 | 10 |
| 1010 | Add alert for job positions on my social networks | 5 | 12 |
| 1015 | Preview my resume with different templates | 1 | 15 |
|  | **Total** | **14** |  |
| Sprint 5 | 1006 | Search job opening by location | 8 | 11 |
| 1007 | Filter job openings by salary range | 5 | 21 |
| 1012 | Upload resume in word format | 3 | 14 |
|  | **Total** | **16** |  |
| Sprint 6 | 1011 | Filter job openings by industry type | 13 | 13 |
|  | **Total** | **13** |  |
| Sprint 7 | 1018 | Browse recruiter profiles by rating | 5 | 16 |
| 1024 | Suggest a new skill | 8 | 19 |
|  | **Total** | **13** |  |
|  |  |  | **Total for the Release** | **56** |  |

**Burn Down Chart**

**Assumptions:**

1. At the time of the graph created, the team is in the middle of the second release (sprint 5 completed).
2. The burn down chart is done only for the selected work for the two releases. The rest of the work will be completed in the future releases to come (which are not yet planned)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Release** | **Sprint** | **Planned Velocity** | **Planned Burn down** | **Actual Velocity** | **Actual Burn down** |
|  | 0 |  | 105 |  | 105 |
| 1 | 1 | 15 | 90 | 10 | 95 |
|  | 2 | 15 | 75 | 8 | 87 |
|  | 3 | 15 | 60 | 20 | 67 |
| 2 | 4 | 15 | 45 | 15 | 52 |
|  | 5 | 15 | 30 | 15 | 37 |
|  | 6 | 15 | 15 |  |  |
|  | 7 | 15 | 0 |  |  |