**Project Planning Phase**

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

|  |  |
| --- | --- |
| Team ID | LTVIP2025TMID29763 |
| Project Name | Airline Management System |
| 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 | Flight Booking | USN-1 | As a user, I can search and view available flights based on date and destination. | 3 | High |  |
| Sprint-1 | Flight Booking | USN-2 | As a user, I can book a selected flight and receive a confirmation email. | 3 | High |  |
| Sprint-2 | User Management | USN-3 | As an admin, I can add, edit, or delete user profiles. | 2 | Medium |  |
| Sprint-2 | Payment Integration | USN-4 | As a user, I can pay for flights using a credit card or UPI. | 3 | High |  |
| Sprint-3 | Flight Management | USN-5 | As an admin, I can add or remove flight schedules in the system. | 2 | Medium |  |
| Sprint-3 | Booking History | USN-6 | As a user, I can view my past and upcoming bookings. | 2 | Low |  |
| Sprint-4 | Check-In System | USN-7 | As a user, I can check in online and download my boarding pass. | 2 | Medium |  |
| Sprint-4 | Dashboard | USN-8 | As an admin, I can view system statistics and booking analytics. | 2 | Low |  |
| Sprint-5 | Role-Based Access Control (RBAC) | USN-9 | As a system, I can restrict access based on user roles (admin, customer, agent). | 3 | High |  |
| Sprint-5 | Cancellation | USN-10 | As a user, I can cancel my booked flight and receive a refund confirmation. | 3 | High |  |

**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 | 20 | 2 Days | 17 Jun 2025 | 18 Jun 2025 | 20 | 17 Jun 2025 |
| Sprint-2 | 20 | 2 Days | 19 Jun 2025 | 20 Jun 2025 |  |  |
| Sprint-3 | 20 | 2 Days | 21 Jun 2025 | 22 Jun 2025 |  |  |
| Sprint-4 | 20 | 2 Days | 23 Jun 2025 | 24 Jun 2025 |  |  |
| Sprint-5 | 20 | 2 Days | 25 Jun 2025 | 26 Jun 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)



**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](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). 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.visual-paradigm.com/scrum/scrum-burndown-chart/)

[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)