

## Project Planning Phase

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

Date	17/02/2026
Team ID	LTVIP2026TMIDS87890
Project Name	Heritage Treasures: An In-Depth Analysis of UNESCO World Heritage Sites in 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	Dashboard Access	USN-1	As a user, I can access the dashboard to explore heritage data.	2	High	Konathala Mounika Ganga Nagamani

Sprint-1		USN-2	As a user, I can filter sites by region, category, and year.	3	High	Konathala Mounika Ganga Nagamani
Sprint-1		USN-3	As a user, I can view site-level details by clicking on data points.	2	Medium	Konathala Mounika Ganga Nagamani

Sprint-2	Visualization	USN-5	As a user, I can view charts (bar, treemap, maps, and line).	5	High	Konathala Mounika Ganga Nagamani
Sprint-2		USN-6	As a user, I can see forecasted trends in inscription data.	3	Medium	Konathala Mounika Ganga Nagamani
Sprint-3	Export & Share	USN-7	As a user, I can Download or share charts for reports.	2	Medium	Konathala Mounika Ganga Nagamani

Sprint-3		USN-8	As a user, I can share dashboard links with peers.	2	Low	Konathala Mounika Ganga Nagamani
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**Project Tracker, Velocity & Burndown Chart: (4 Marks):**

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed	Sprint Release Date (Actual)
Sprint-1	20	6 Days	29/01/2025	4/02/2026	7	4/02/2026
Sprint-2	20	6 Days	5/02/2026	9/02/2026	8	9/02/2026
Sprint-3	20	6 Days	10/02/2026	15/02/2026	4	15/02/2026

**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)

$$AV = \frac{\text{sprint duration}}{\text{velocity}} = \frac{20}{10} = 2$$

**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.

