A **Sprint** is a fixed duration in which the team completes a defined set of tasks.

An **Epic** is a large feature that is divided into smaller user stories.

A **User Story** represents a specific task that contributes to completing an epic.

A **Story Point** estimates the effort required to complete a story using the Fibonacci scale:

1 – Very Easy
2 – Easy
3 – Moderate
5 – Complex

Sprint 1

Epic 1 – Data Collection

- Gathering EV datasets (USN-1) – 2 Points

- Loading datasets into MySQL (USN-2) – 1 Point

Epic 2 – Data Preparation

- Handling missing values (USN-3) – 3 Points

- Creating calculated fields (USN-4) – 3 Points

- Handling inconsistencies in data (USN-5) – 3 Points

Total Story Points in Sprint 1

2 + 1 + 3 + 3 + 3 = **12 Story Points**

Sprint 2

Epic 3 – Data Visualization

- Creating Bar Chart (USN-6) – 2 Points

- Creating Pie Chart (USN-7) – 2 Points

- Creating Line Chart (USN-8) – 2 Points

- Creating Map Visualization (USN-9) – 4 Points

Epic 4 – Dashboard Development

- Developing Integrated Dashboard (USN-10) – 5 Points

Epic 5 – Story Creation

- Developing Tableau Story (USN-11) – 5 Points

Total Story Points in Sprint 2

2 + 2 + 2 + 4 + 5 + 5 = **20 Story Points**

Total Story Points

Sprint 1 = 12
Sprint 2 = 20

Total Story Points = 12 + 20 = **32**

Number of Sprints = 2

Velocity Calculation

Velocity = Total Story Points Completed / Number of Sprints

Velocity = 32 / 2

Velocity = **16 Story Points per Sprint**

Final Statement

The team's average velocity is **16 Story Points per Sprint**, indicating strong development capacity and effective sprint planning