# **Project Planning Phase**

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

Team ID	LTVIP2025TMID28803
Project Name	Calculating Family Expenses Using ServiceNow
Faculty Mentor Name	Dr.T.Tirupal
College Name	G Pullaiah College of Engineering and Technology

### **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	User management	ement USN-1 As an admin, I can create test user for simulation.		2	High	G.Devi
Sprint-1	Incident assessment	USN-2	As an admin, I can assign a test user(eg.kiran) to an incident.	2	High	G.Devi
Sprint-2	Business rule creation	USN-3	As a system admin, I want to create a business rule that block deletion of assigned user.	4	High	A.Tharun
Sprint-2	Testing	USN-4	As a tester, I should verify that deletion is blocked for assingned user.	3	High	B.Hanu
Sprint-2	Login	USN-5	As a tester, I should verify that unassigned user can be deleted successfully.	2	Medium	B.Mounika
Sprint-3	Documentation	USN-6	As a developer, I want to document the architecture and planning phase for submission.	3	Medium	A.Tharun

#### **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	6 Days	31 May 2025	05 June 2025	20	05 June 2025
Sprint-2	20	6 Days	05 June 2025	11 June 2025	20	11 June 2025
Sprint-3	20	6 Days	12 June 2025	18 June 2025	19	18 June 2025
Sprint-4	20	6 Days	19 June 2025	25 June 2025	20	25 June 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)

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

#### **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.

https://www.visual-paradigm.com/scrum/scrum-burndown-chart/

https://www.atlassian.com/agile/tutorials/burndown-charts

Reference: https://www.atlassian.com/agile/project-management

https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software

https://www.atlassian.com/agile/tutorials/epics

https://www.atlassian.com/agile/tutorials/sprints

https://www.atlassian.com/agile/project-management/estimation

https://www.atlassian.com/agile/tutorials/burndown-charts