

Project Planning Phase

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

Date	20 July 2025
Team ID	PNTT2025TMID09656
Project Name	ShopEZ: E-commerce Application
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	User Registration, Authentication	USN-1	As a user, I can register via form, Google, or Facebook to access ShopEZ.	10	High	Utsav
Sprint-1	User Login	USN-2	As a user, I can log into ShopEZ using email/password or social logins.	10	High	Anuj
Sprint-2	Shopping Cart and Personalized Experience	USN-3	As a user, I can manage my shopping cart and view personalized recommendations.	5	Medium	Aditya
Sprint-2	Product Discovery and Recommendations	USN-4	As a user, I can search, filter, and explore products with descriptions and reviews.	15	High	Anirudh
Sprint-3	Seamless Checkout and Order Placement	USN-5	As a user, I can enter shipping info and place orders through a secure checkout.	40	High	Anirudh
Sprint-4	Order Confirmation Notifications	USN-6	As a user, I receive order confirmation via email after purchase.	10	Medium	Aditya
Sprint-4	Seller Dashboard and Analytics	USN-7	As a seller, I can view product performance analytics and manage my orders efficiently.	10	High	Utsav

Project Tracker, Velocity & Burndown Chart:

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	5 Days	1 April 2025	4 April 2025	20	4 April 2025
Sprint-2	20	5 Days	27 March 2025	30 March 2025	20	30 March 2025
Sprint-3	40	8 Days	2 April 2025	5 April 2025	40	5 April 2025
Sprint-4	20	6 Days	20 March 2025	27 March 2025	20	27 March 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)

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

Sprint	Sprint Duration	Velocity	Average Velocity = Sprint duration/ velocity
Sprint 1	5 days	20	4 story points/ day
Sprint 2	5 days	20	4 story points/ day
Sprint 3	8 days	40	5 story points / day
Sprint 4	6 days	20	3.3 story points/day

Burndown Chart:

A burndown 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>