Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID08765
Project Name	Personal Expense Tracker Application
Maximum Marks	8 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	Homepage	USN-1	AS a user I can view the index page to see the about of the Expense tracker	10	High	Gopi
Sprint-1	Registration	USN-2	As a User, I need to register user id and passcode for every workers over there in municipality	10	High	Ganapathi
Sprint-1	Login	USN-3	As a user, I need to login with user id and password to get in to the website	10	High	Jayaprakash
Sprint-2	Dashboard	USN-4	As a User, I will follow Co-Admin's instruction to reach the filling bin in short roots and save time	20	Low	Gopi Jayaprakash
Sprint-3	Add Expenses	USN-5	As a User I will add my expense throughout the month I spend on	20	Medium	Ganapathi Anbuselvam
Sprint-3	Total Expense Graph	USN-6	As a User I can view my expense in a graph of overview of the expense I spend.	20	Medium	Gopi
Sprint-4	Deployment in cloud	USN-7	As a User I can access the cloud to store my data of expense	20	High	Gopi Ganapathi Jayaprakash Anbuselvam

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	23 Oct 2022	28 Oct 2022	20	29 Oct 2022
Sprint-2	20	6 Days	30 Oct 2022	04 Nov 2022	20	05 Nov 2022
Sprint-3	20	6 Days	06 Nov 2022	11 Nov 2022	20	12 Nov 2022
Sprint-4	20	6 Days	13 Nov 2022	18 Nov 2022	20	19 Nov 2022

Velocity:

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

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*