

Planning Logic – Jewel Inventory Management System using Salesforce

Date: 25 June 2025

Team ID: LTVIP2025TMID30526

Project Name: CRM Application for Jewel Inventory Management System

Maximum Marks: 4 Marks

Key Terms

- Sprint: A fixed development cycle (in this case, 4 sprints from 11 June to 25 June 2025) during which selected features are developed.
- Epic: A major functionality like Customer Management, Inventory, Billing, etc., broken into manageable stories.
- Story: A specific task contributing to the Epic (e.g., Creating Validation Rules).
- Story Point: A unit of effort/complexity estimated using Fibonacci sequence (1, 2, 3, 5, 8, ...).

Effort Classification:

- Very Easy 1 Point
- Easy 2 Points
- Moderate 3–5 points
- Difficult 8+ points

Sprint Planning

Sprint 1: 11 June – 15 June (5 Days)

Epics Covered: Developer Org Setup, Object & Tab Creation

- USN-1: Create Salesforce Developer Org – 1 Point
- USN-2: Create Custom Objects (Jewel Customer, Item, Price, Billing, Customer Order) – 3 Points
- USN-3: Create Tabs for All Objects – 2 Points

Total Story Points: 6

Sprint 2: 16 June – 20 June (5 Days)

Epics Covered: Lightning App, Fields, Page Layouts, Record Types

- USN-4: Build Lightning App – 2 Points
- USN-5: Create Fields (Picklist, Formula, Currency, Lookup, etc.) – 5 Points
- USN-6: Customize Page Layouts (Gold & Silver) – 3 Points

Total Story Points: 10

Sprint 3: 21 June – 23 June (3 Days)

Epics Covered: Validation, Flow, Trigger

- USN-7: Create Validation Rules – 3 Points
- USN-8: Implement Flows (Email Notification after Billing) – 5 Points
- USN-9: Apex Trigger + Trigger Handler Class for Billing – 3 Points

Total Story Points: 11

Sprint 4: 24 June – 25 June (2 Days)

Epics Covered: Reports, Dashboard, Roles, Permissions

- USN-10: Create Reports & Dashboards – 3 Points
- USN-11: Create Profiles, Roles, Permission Sets – 2 Points
- USN-12: Finalize Project & Documentation – 2 Points

Total Story Points: 7

Team Velocity Calculation

Total Story Points = 6 + 10 + 11 + 7 = 34

Total Sprints = 4

Velocity = $34 \div 4 = 8.5$ Story Points per Sprint (on average)