Project Planning Phase-3

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

Date	27 october 2023
Team ID	Team-591161
Project Name	Data-driven insights on Olympic sports for participation and performance
Maximum Marks	8 Marks

Product Backlog:

	Functional	User				
	Requirement	Story	_	Story		Team
Sprint	(Epic)	Number	Task	Points	Priority	Members
1	Project Ideation	US-001	Gather requirements	21/2	Medium	Lakshma n
1	Project Ideation	US-002	Create Empathy Map	21/2	High	Divya
1	Project Ideation	US-003	Brainstorm project ideas	21/2	High	Varshitha
1	Project Ideation	US-004	Define project scope	21/2	Medium	Rajesh
2	Project Design	US-005	Develop proposed solution	21/2	Low	Divya
2	Project Design	US-001	Define solution architecture	21/2	Medium	Lakshma n

	Functional	User				
	Requirement	Story	User Story /	Story		Team
Sprint	(Epic)	Number	Task	Points	Priority	Members
			Create Data			
			Flow			
2	Project Design	US-002	Diagrams	21/2	Low	Rajesh
			Prepare			
			design			
2	Project Design	US-003	requirements	21/2	Low	Varshitha
			Define			
			technology			
3	Project Planning	US-004	stack	2	Medium	Rajesh
			Prepare			
			project			
3	Project Planning	US-005	planning	2	Low	Lakshma n
			Set up			
			development			Varshitha
3	Project Planning	US-001	environments	1	Medium	Divya
	Project					
	Development -		Core feature			
4	Part 1	US-002	development	3	Medium	Varshitha
	Project		Code layout			
	Development -		and			
4	Part 1	US-003	readability	3	Low	Lakshma
						n
	Project		Continue			
	Development -		feature			
4	Part 2	US-004	development	3	Medium	Rajesh
	Project					
	Development -		Focus on			
4	Part 2	US-005	reusability	3	Low	Varshitha

Sprint	Functional Requirement (Epic)	User Story Number		Story Points	Priority	Team Members
4	Project Development - Part 3	US-001	Begin performance testing	3	High	Divya
5	Final Submission	US-002	Finalize development	5	Medium	Lakshman
5	Final Submission	US-003	Complete performance testing	5	Medium	Rajesh
5	Final Submission	US-004	Prepare for final submission	5	High	Varshitha Divya

Sprint Schedule:

Sprint	Start Date	End Date	Focus
1	18-10-2023	24-10-2023	Ideation
2	23-10-2023	29-10-2023	Design
3	27-10-2023	02-11-2023	Planning
4	06-11-2023	12-11-2023	Dev Pt. 1
5	09-11-2023	15-11-2023	Dev Pt. 2

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	10	6 Days	18-10-2023	24-10-2023	10	24-10-2023
Sprint-2	10	6 Days	23-10-2023	29-10-2023	10	01-11-2023
Sprint-3	5	7 Days	27-10-2023	02-11-2023	5	03-11-2023
Sprint-4	15	7 Days	06-11-2023	12-11-2023	15	12-11-2023
Sprint-5	15	7 Days	09-11-2023	15-11-2023	15	15-11-2023

Average Velocity Calculation:

Average Velocity (AV) per iteration unit (story points per day) can be calculated by dividing the total story points completed by the total duration across all sprints.

Total Story Points Completed: 10 + 10 + 5 + 15 + 15 = 55

Total Duration: 6 + 6 + 7 + 7 + 7 = 33 days

Average Velocity (AV) = Total Story Points Completed / Total Duration

Average Velocity (AV) = $55/33 \approx 1.67$ story points per day

Burn-down Chart:

A burn-down chart typically tracks the remaining work (story points) over time. Since you've provided the planned and actual release dates for each sprint, we can create a chart that shows the progress over time. The remaining work will be calculated as the planned story points minus the completed story points for each sprint.





