

Project Planning Phase-I

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



Date	27 Oct. 2023
Team ID	Team-591295
Project Name	Unearthing the Environmental Impact of Human Activity: A Global CO2 Emission Analysis
Maximum Marks	8 Marks

Product Backlog:

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
1	Project Ideation	US-001	Gather requirements	2 _{1/2}	Medium	Karim
1	Project Ideation	US-002	Create Empathy Map	2 _{1/2}	High	Nikhil
1	Project Ideation	US-003	Brainstorm project ideas	2 _{1/2}	High	Sasidhar
1	Project Ideation	US-004	Define project scope	2 _{1/2}	Medium	Diwakar
2	Project Design	US-005	Develop proposed solution	2 _{1/2}	Low	Diwakar
2	Project Design	US-001	Define solution architecture	2 _{1/2}	Medium	Nikhil

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

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
4	Project Development - Part 3	US-001	Begin performance testing	3	High	Karim
5	Final Submission	US-002	Finalize development	5	Medium	Nikhil
5	Final Submission	US-003	Complete performance testing	5	Medium	Sasidhar
5	Final Submission	US-004	Prepare for final submission	5	High	Diwakar

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	29-10-2023
Sprint-3	5	7 Days	27-10-2023	02-11-2023	5	02-11-2023
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.

Title

Burndown Chart

story points

55

Start date

18 Oct 2023

End date

15 Nov 2023

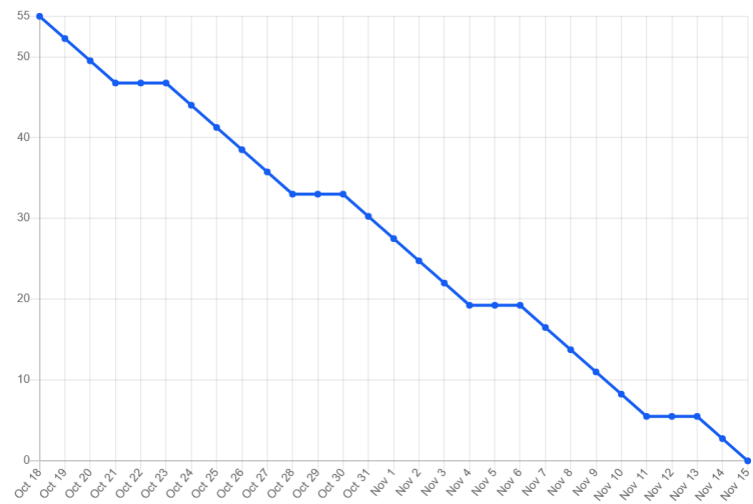
☐ Include weekends

Print chart

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Burndown Chart



Burndown Chart

