

### Phase - III:

#### Project Planning Details:

|               |                                  |
|---------------|----------------------------------|
| Date          | 15 November 2022                 |
| Team ID       | 591849                           |
| Project Name  | Project – Understanding Audience |
| Maximum Marks | 8 Marks                          |

#### Product Backlog, Sprint Schedule, and Estimation (4 Marks)

Use the below template to create product backlog and sprint schedule

| <b>Sprint</b> | <b>Functional Requirement (Epic)</b> | <b>User Story Number</b> | <b>User Story / Task</b>  | <b>Story Points</b> | <b>Priority</b> | <b>Team Members</b> |
|---------------|--------------------------------------|--------------------------|---|---------------------|-----------------|---------------------|
| Sprint-1      | Customer Potential Analysis          | USN-1                    | As a client, I can know the number of highly potential customers in my company                            | 2                   | Medium          | 1                   |
| Sprint-2      |                                      | USN-2                    | As a client, I can know the number of highly potential and low potential customers in my company          | 2                   | High            | 2                   |
| Sprint-3      |                                      | USN-3                    | As a client, I can know the number of highly potential, low potential and average customers in my company | 2                   | High            | 2                   |
| Sprint-4      |                                      | USN-4                    | As a client, I can know the potential customers in my company   | 2                   | Low             | 1                   |

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   | 19 Oct 2023       | 24 Oct 2023               | 20  | 25 Oct 2023                  |
| Sprint-2 | 20                 | 10 Days  | 26 Oct 2023       | 04 Nov 2023               | 20  |                              |
| Sprint-3 | 20                 | 7 Days   | 07 Nov 2023       | 13 Nov 2023               | 20  |                              |
| Sprint-4 | 20                 | 6 Days   | 15 Nov 2023       | 20 Nov 2023               | 20  |                              |
|          |                    |          |                   |                           |   |                              |
|          |                    |          |                   |                           |   |                              |
|          |                    |          |                   |                           |   |                              |
|          |                    |          |                   |                           |   |                              |

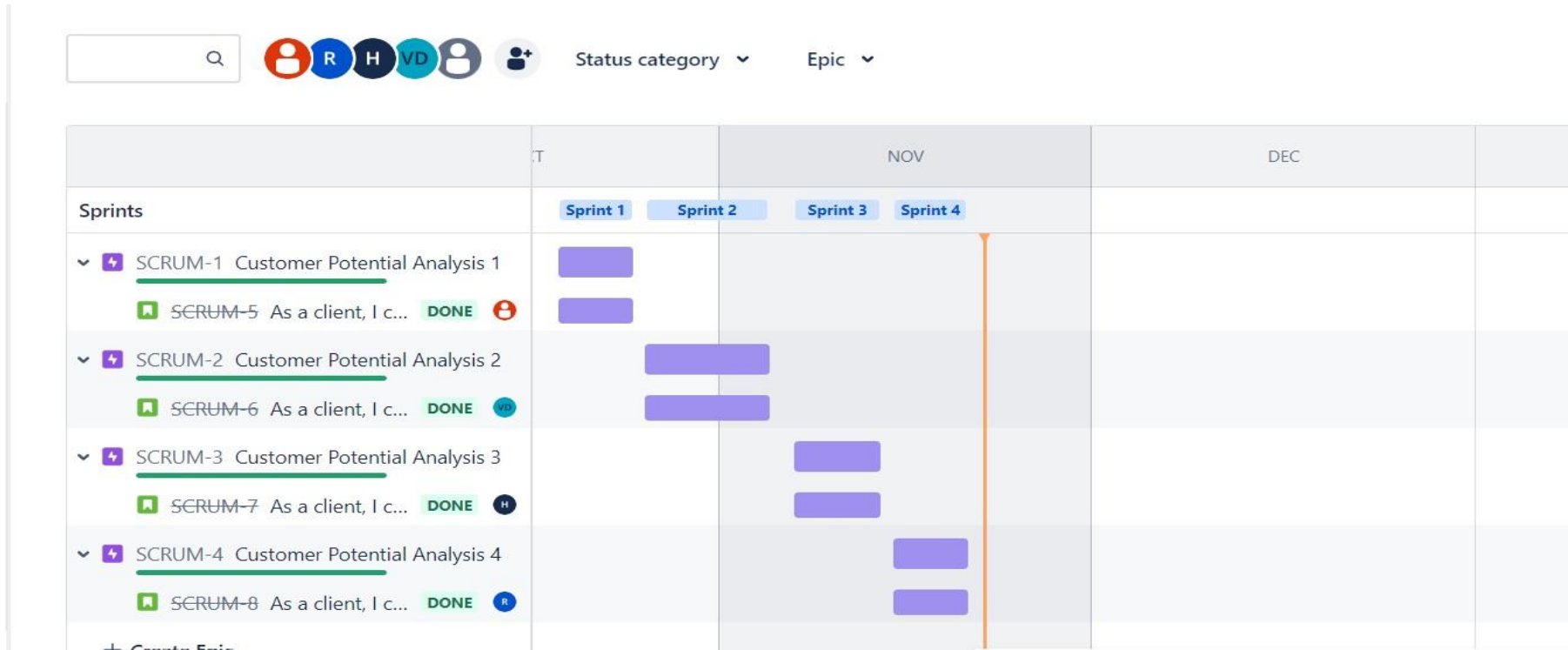
Velocity:





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

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

(story points per day)

## Burndown Chart:



|  | T   | NOV   |   | DEC      | JAN '24 |  |
|--|---|---|---|----------|---------|--|
| Sprints  | Sprint 1  | Sprint 2  | Sprint 3  | Sprint 4 |         |  |
| › ⚡ <u>SCRUM-1 Customer Potential Analysis 1</u> |  |   |   |          |         |  |
| › ⚡ <u>SCRUM-2 Customer Potential Analysis 2</u> |   |  |   |          |         |  |
| › ⚡ <u>SCRUM-3 Customer Potential Analysis 3</u> |   |   |  |          |         |  |
| › ⚡ <u>SCRUM-4 Customer Potential Analysis 4</u> |   |   |  |          |         |  |