

ProjectPlanningPhase

SprintDeliveryPlan

ProjectPlanningTemplate(ProductBacklog,SprintPlanning,Stories,Storypoints)

Date	24 October2022
TeamID	PNT2022TMID52514
ProjectName	Emerging Methods for Early Detection of Forest Fires
Maximum Marks	8 marks

Product Backlog Sprint Schedule and Estimation(4Marks)

Use the below template to create product backlog and sprint schedule

Sprint	Functional Requirement(Epic)	User StoryNumber	UserStory/Task	StoryPoint s	Priority	TeamMembers
Sprint-1	Registration	USN-1	As a user,I can register for the application by entering my email, password, and confirming my password.	20	High	Sushilnandas S S AmalaAjin Karthick T K Santhiya K Sherlinfrancis
Sprint-1		USN-2	As a user,I will receive confirmation email once I have registered for the application usage.	20	High	Sushilnandas S S AmalaAjin Karthick T K Santhiya K Sherlinfrancis

Sprint-2	Input	USN-3	When ever the fire is detected, the information is given to the database.	20	High	Sushilnandas S S AmalaAjin Karthick T K Santhiya K Sherlinfrancis
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Sprint-2		USN-4	When it is the wild fire then the alarming system is activated.	20	High	Sushilnandas S S AmalaAjin Karthick T K Santhiya K Sherlinfrancis
Sprint-3	Output	USN-5	And the alarm also sent to the corresponding departments and made them know that the wild fire is erupted.	20	High	Sushilnandas S S AmalaAjin Karthick T K Santhiya K Sherlinfrancis
Sprint-4	Action	USN-6	Required actions will be taken in order to control erupted wild fire by reaching as early as possible to the destination with the help of detecting systems.	20	High	Sushilnandas S S AmalaAjin Karthick T K Santhiya K Sherlinfrancis

Project Tracker.Velocity & Burndown

Chart:(4Marks)Project Tracker:

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint EndDate(Planned)	Story PointsCompleted (a son Planned End Date)	Sprint Release Date(Actual)
Sprint-1	20	6Days	24Oct2022	29Oct2022	20	29Oct2022
Sprint-2	20	6Days	31Oct2022	05Nov 2022	20	05Nov2022
Sprint-3	20	6Days	07Nov2022	12Nov 2022	20	12Nov2022

Sprint-4	20	6Days	14Nov2022	19Nov 2022	20	19Nov2022
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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 (story points per day)

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

Average velocity of sprint-1: AV =

$17/8 = 2.125$ Average velocity of sprint-2: AV =

$11/4 = 2.75$ Average velocity of sprint-3: AV =

$22/5 = 5.5$ Average velocity of sprint-

4: AV = $15/4 = 3.75$

Burndownchart:

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile software development methodologies such as scrum. However, burn down charts can be applied to any project containing measurable progress over time.

