**Project Planning Phase**

**Project Planning Template (Product Backlog, Sprint Planning, Stories, Story points)**

|  |  |
| --- | --- |
| Date | 25 June 2025 |
| Team ID | LTVIP2025TMID53161 |
| Project Name | SB Foods - On-Demand Food Ordering Platform |
| Maximum Marks | 5 Marks |

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

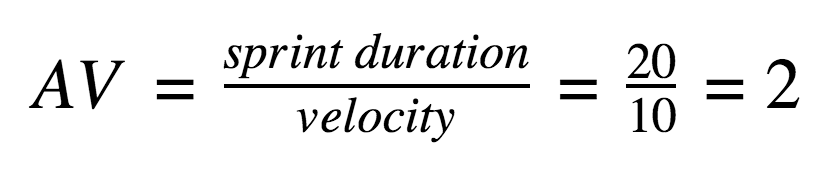
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| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-1 | Data Collection | USN-1 | As a data engineer, I can collect relevant food, user, and order data to prepare for model building. | 2 | High | Ziaur Rahaman |
| Sprint-1 | Data Collection | USN-2 | As a data engineer, I can load raw data files into memory/database for use. | 1 | High | Ziaur Rahaman |
| Sprint-1 | Data Preprocessing | USN-3 | As a developer, I can handle missing values to clean the dataset. | 3 | Medium | Sai Muneesh |
| Sprint-1 | Data Preprocessing | USN-4 | As a developer, I can handle and encode categorical variables for model readiness. | 2 | Medium | Sai Muneesh |
| Sprint-2 | Model Building | USN-5 | As a developer, I can build a prediction model using cleaned data. | 5 | High | Gopi |
| Sprint-2 | Model Building | USN-6 | As a QA engineer, I can test the performance and accuracy of the model. | 3 | High | Gopi |
| Sprint-2 | Deployment | USN-7 | As a frontend dev, I can design basic HTML pages to interact with the model. | 3 | Medium | Abhishek |
| Sprint-2 | Deployment | USN-8 | As a backend dev, I can deploy the solution using Flask to integrate with UI. | 5 | High | Abhishek |

**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 | 8 | 5 Days | 16 June 2025 | 20 June 2025 | 8 | 20 June 2025 |
| Sprint-2 | 16 | 5 Days | 21 June 2025 | 26 June 2025 | 16 | 26 June 2025 |

**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)



**Burndown Chart:**

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile[software development](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time.

[**https://www.visual-paradigm.com/scrum/scrum-burndown-chart/**](https://www.visual-paradigm.com/scrum/scrum-burndown-chart/)

[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)

**Reference:**

[**https://www.atlassian.com/agile/project-management**](https://www.atlassian.com/agile/project-management)

[**https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software**](https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software)

[**https://www.atlassian.com/agile/tutorials/epics**](https://www.atlassian.com/agile/tutorials/epics)

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[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)