Project Planning Phase

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

|  |  |
| --- | --- |
| Date | 10 March 2025 |
| **Team ID** | **PNT2025TMID02838** |
| Project Name | Exploring Cyber Security Understanding Threats and Solutions in the Digital Age |
| Maximum Marks | 8 Marks |

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

Use the below template to create product backlog and sprint schedules

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-1 | Security Assessment | USN-1 | As a security analyst, I can perform a  vulnerability scan using Nessus to identify risks. | 4 | High | Vivek Mali |
| Sprint-1 |  | USN-2 | As an analyst, I can analyze the scan results and  prioritize vulnerabilities | 3 | High | Vedant Tone |
| Sprint-2 | Threat Hunting | USN-3 | As a SOC analyst, I can monitor SIEM logs for  suspicious activity. | 4 | High | Yuvraj Patil |
| Sprint-2 |  | USN-4 | As a SOC analyst, I can investigate a suspicious  login attempt and escalate if needed. | 3 | Medium | Sushant Kadam |
| Sprint-3 | Incident Response | USN-5 | As an incident responder, I can analyze  phishing emails for indicators of compromise. | 4 | High | Vivek Mali |
| Sprint-3 |  | USN-6 | As an analyst, I can create a report of an  incident and suggest remediation. | 3 | Medium | Vedant Tone |

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 | 7 | 7 Days | 10-2-2025 | 18-2-2025 | 7 | 28-2-2025 |
| Sprint-2 | 7 | 7 Days | 23-2-2025 | 1-3-2025 | 6 | 5-3-2025 |
| Sprint-3 | 7 | 6 Days | 6-3-2025 | 11-3-2025 | 7 | 12-3-2025 |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

Velocity:

To measure the team’s average velocity, use:

Velocity = Total Story Points Completed / Number of Sprints

For example, if the team completes 21 story points over 3 sprints, the velocity = 21/3 = 7 story points per sprint.

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.atlassian.com/agile/tutorials/burndown-charts>

Reference:

<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/epics> <https://www.atlassian.com/agile/tutorials/sprints> <https://www.atlassian.com/agile/project-management/estimation> <https://www.atlassian.com/agile/tutorials/burndown-charts>