

## Project Planning Phase

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

|               |                                  |
|---------------|----------------------------------|
| Date          | 19 October 2023                  |
| Team ID       | 95EA07B2B652AA1A1A5403C171EA15A5 |
| Project Name  | Estimation Of Business Project   |
| Maximum Marks | 8 Marks                          |

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

Use the below template to create product backlog and sprint schedule

| Sprint   | Functional Requirement (Epic)               | User Story Number | User Story / Task   | Story Points | Priority | Team Members |
|----------|---|-------------------|---|--------------|----------|--------------|
| Sprint-1 | Expenditure Categorization                  | USN-1             | The system should support the categorization of expenditures into a diverse array, including but not limited to 'Annual Payroll,' 'Purchased Professional and Technical Services,' 'Purchased Communication Services,' 'Depreciation and Amortization Charges,' and 'Other Operating Expenses.' | 2            | High     |              |
| Sprint-1 | Percentage Distribution Analysis            | USN-2             | It should analyze and display the percentage distribution of expenses within each category, offering insights into the proportional allocation of resources   | 1            | High     |              |
| Sprint-2 | Detailed Employer Costs for Fringe Benefits | USN-3             | Provide a detailed breakdown of 'Detailed Employer Costs for Fringe Benefits,' including components such as health insurance and pension plans.   | 2            | Low      |              |
| Sprint-1 | Costs Analysis for Communication Services   | USN-4             | Analyze and report costs related to 'Purchased Communication Services,' identifying patterns and trends in communication expenses.  | 2            | Medium   |              |
| Sprint-1 | User-Friendly Interface                     | USN-5             | Design an intuitive and user-friendly interface that allows stakeholders, including financial analysts and decision-makers, to easily navigate and interact with the financial data.  | 1            | High     |              |
|          |   |                   |   |              |          |              |
|          |   |                   |   |              |          |              |

**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   | 24 Sep 2023       | 29 Sep 2023               | 20  | 1 Oct 2023                   |
| Sprint-2 | 20                 | 6 Days   | 30 Sep 2023       | 05 Oct 2023               | 10  | 9 Oct 2023                   |
| Sprint-3 | 20                 | 6 Days   | 07 Oct 2023       | 12 Oct 2023               | 20  | 15 Oct 2023                  |
| Sprint-4 | 20                 | 6 Days   | 14 Oct 2023       | 19 Oct 2023               | 20  | 16 Oct 2023                  |
|          |                    |          |                   |                           |   |                              |
|          |                    |          |                   |                           |   |                              |
|          |                    |          |                   |                           |   |                              |
|          |                    |          |                   |                           |   |                              |

**Velocity:**

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

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)

