Project Planning Phase

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

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| --- | --- |
| 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

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| **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 |  |
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Project Tracker, Velocity & Burndown Chart: (4 Marks)

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| **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 |
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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)