Project Planning Phase

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

Date	5 Feb 2026
Team ID	LTVIP2026TMIDS89911
Project Name	ToyCraft Tales: Tableau's Vision into Toy Manufacturer Data
Maximum Marks	5 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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	1,4
Sprint-1	User Confirmation	USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	2,3
Sprint-2	Social Login	USN-3	As a user, I can register for the application through Facebook	2	Low	3
Sprint-1	Social Login	USN-4	As a user, I can register for the application through Gmail	2	Medium	2
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	1
Sprint-2	Dashboard	USN-6	As a user, I can interact with the toy trend dashboard using filters.	3	High	4
Sprint-2	Survey Submission	USN-7	As a user, I can submit my toy preferences via survey form.	2	Medium	2,3
Sprint-3	Dashboard Export	USN-8	As a user, I can download dashboard charts in PDF/PNG.	2	Medium	1
Sprint-3	Admin Data Upload	USN-9	As an admin, I can upload and refresh sales data on the dashboard.	3	High	4

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	1 Days	22 June 2025	30 June 2025	20	22 June 2025
Sprint-2	20	6 Days	22 June 2025	30 June 2025	20	30 June 2025
Sprint-3	20	6 Days	22 June 2025	30 June 2025	20	30 June 2025
Sprint-4	20	6 Days	22 June 2025	30 June 2025	20	30 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)

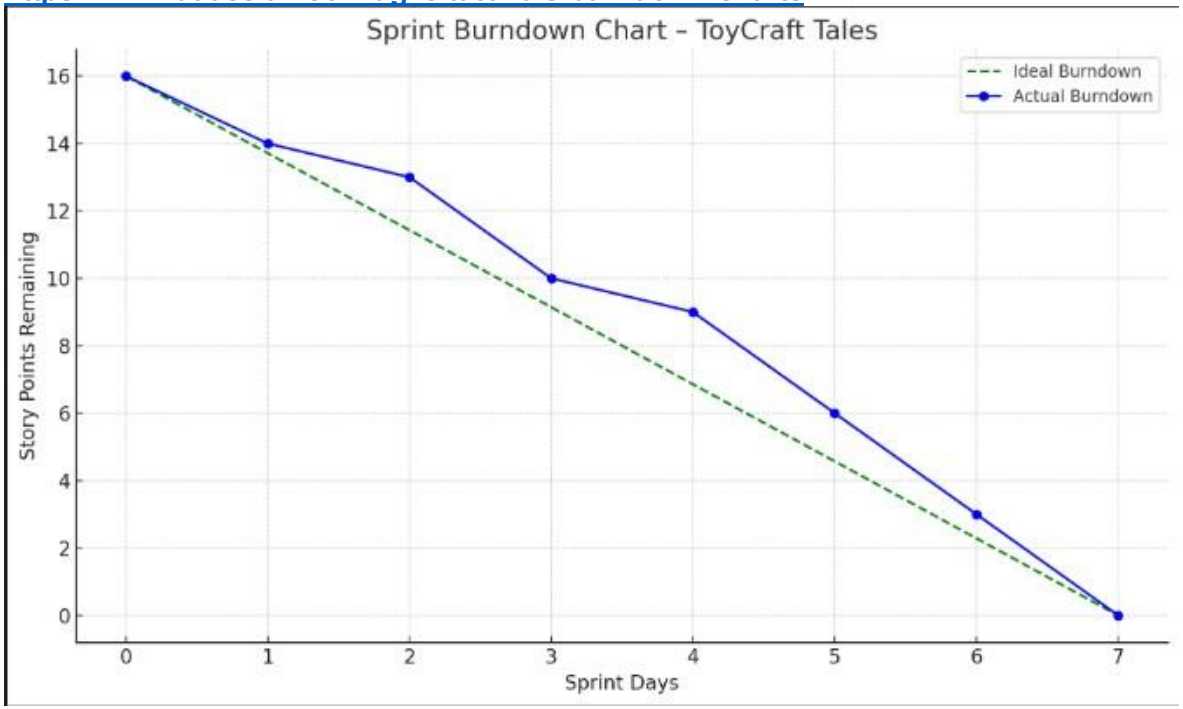
$$AV = \frac{sprint\ duration}{velocity} = \frac{20}{10} = 2$$

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 methodologies such as Scrum. 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