Project Planning Phase

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

| Date | 3 November 2022 |
|---------------|---|
| Team ID | PNT2022TMID00698 |
| Project Name | Project - A Novel Method For Handwritten Digit Recognition System |
| 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 | Home | USN-1 | As a user, I can view the guide and awareness to use this application. | 1 | Medium | Valarmathy V Marella Mansi Priyadharsini P Suruthi S |
| Sprint-1 | | USN-2 | As a user, I'm allowed to view the guided video to use the interface of this application. | 3 | High | Valarmathy V Marella Mansi Priyadharsini P Suruthi S |
| Sprint-1 | | USN-3 | As a user, I can read the instructions to use this application. | 2 | Low | Valarmathy V Marella Mansi Priyadharsini P Suruthi S |
| Sprint-2 | Recognize | USN-4 | As a user, In this recognition page I get to choose the image. | 4 | High | Valarmathy V Marella Mansi Priyadharsini P Suruthi S |

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|----------|----------------------------------|----------------------|---|--------------|----------|---|
| Sprint-3 | Predict | USN-5 | As a user, I'm Allowed to upload and choose the image to be uploaded | 3 | Low | Valarmathy V Marella Mansi Priyadharsini P Suruthi S |
| Sprint-3 | | USN-6 | As a user, I will train and test the input to get the maximum accuracy of output. | 4 | High | Valarmathy V Marella Mansi Priyadharsini P Suruthi S |
| Sprint-3 | | USN-7 | As a user, I can access the MNIST data set | 2 | Medium | Valarmathy V Marella Mansi Priyadharsini P Suruthi S |

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 | 31Oct 2022 | 05 Nov 2022 | 20 | 05 Nov 2022 |
| Sprint-2 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 20 | 12 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 20 | 19 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 21Nov 2022 | 26 Nov 2022 | 20 | 26 Nov 2022 |

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 burndown 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.

