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

Date	18 October 2022	
Team ID	PNT2022TMID13793	
Project Name	Statistical Machine Learning Approaches to Liver Disease Prediction.	
	to Liver Disease Frediction.	
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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	5	High	Aswin Kumar H
Sprint-1		USN-2	As a user, I will receive confirmation email onceI have registered for the application	5	High	Aswin Kumar H
Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password	10	High	Jeevanantham N
Sprint-2	Input Necessary Details	USN-4	As a user, I can give Input Details to PredictLikeliness of Liver Disease.	15	High	Jeevanantham N
Sprint-2	Data pre-processing	USN-5	Transform raw data into suitable format forprediction.	5	High	Abishek S K
Sprint-3	Prediction of LiverDisease	USN-6	As a user, I can predict Liver Disease usingmachine learning model.	15	High	Abishek S K
Sprint-3		USN-7	As a user, I can get accurate prediction of liverdisease.		Medium	Anbu V
Sprint-4	Review	USN-8	As a user, I can give feedback of theapplication.	20	High	Anbu V

### **Project Tracker, Velocity & Burn down 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 Oct 2022	29 Oct 2022	18	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	17	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	18	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	17	19 Nov 2022

### **Velocity:**

Imagine we have a 6-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=Sprint duration/velocity = 6/20=0.3** 

#### **Burn down Chart:**

