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

Date	18 October 2022
Team ID	PNT2022TMID593490
Project Name	Project - AI Enhanced Intrusion Detection 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	Ideation phase	USN-1	Create an Empathy Map Canvas	3	Medium	Naveed
		USN-2	Develop a Brainstorming Map	3	Medium	Madhuri
		USN-3	Write the Abstract	4	Medium	Aravind
Sprint-2	Practice website vulnerabilities	USN-4	Practice Website Vulnerabilities Report	5	Medium	Naveed
Sprint-3	Main website report	USN-5	Perform a Nessus Scan on the Website	5	Medium	Madhuri
		USN-6	Create a Report on the Main Website	5	Medium	Dharun, Naveed
Sprint-4	Project Planning Phase	USN-7	Proposed Solution	8	High	Aravind
		USN-8	Design the Solution Architecture	6	Medium	Dharun, Naveed
		USN-9	Create a Data Flow Diagram	6	Medium	Dharun, Naveed
		USN-10	Determine the Technology Stack	6	High	Dharun, Naveed
		USN-11	Finalize Project Planning	4	Medium	Madhuri

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	10	1 Days	12th oct 2023	13th october 2023	10	13th october 2023
Sprint-2	5	3 Days	14th oct 2023	17th oct 2023	5	16th oct 2023
Sprint-3	10	4 Days	16th oct 2023	20th oct 2023	10	20th oct 2023
Sprint-4	30	6 Days	20th oct 2023	26th oct 2023	30	26th oct 2023

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).

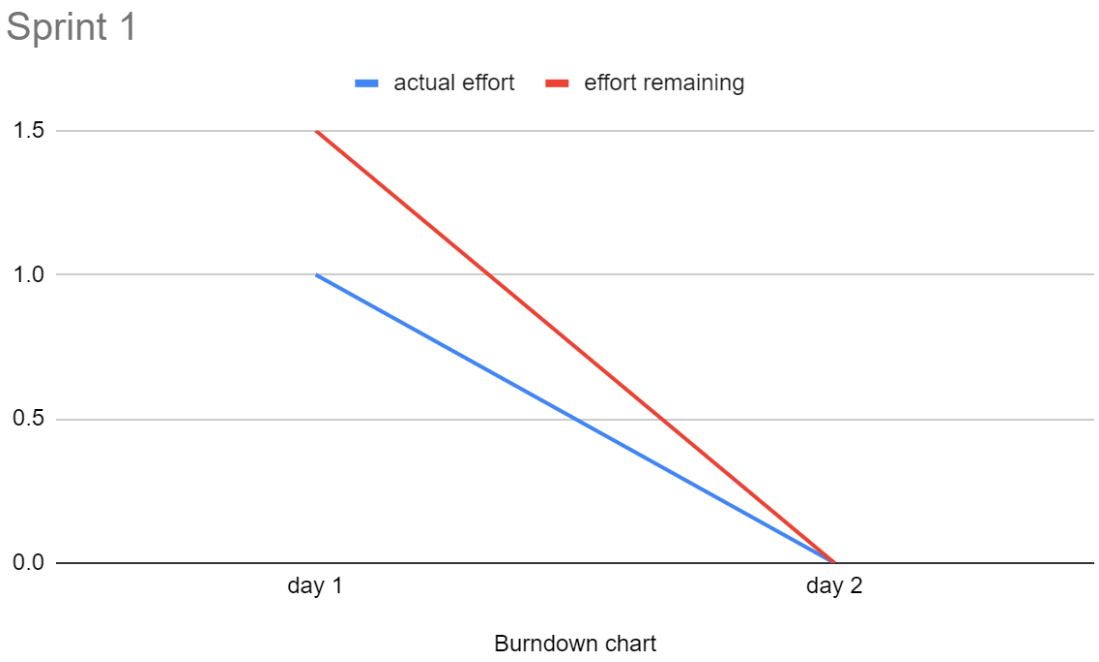
The velocity for sprints 1, 2, 3, and 4 are recorded as 10, 5, 8, 26 story points per sprint. To determine the average velocity for each of these sprints, we employ the formula: Average Velocity = Duration of Sprint / Velocity.

For Sprint 1, the average velocity is calculated as follows: 1 / 10 = 0.05.

Likewise, we can ascertain the average velocities for the remaining sprints. The average velocity for Sprint 2 stands at 0.60, for Sprint 3 it is 0.40, and for Sprint 4, it reaches 0.20.

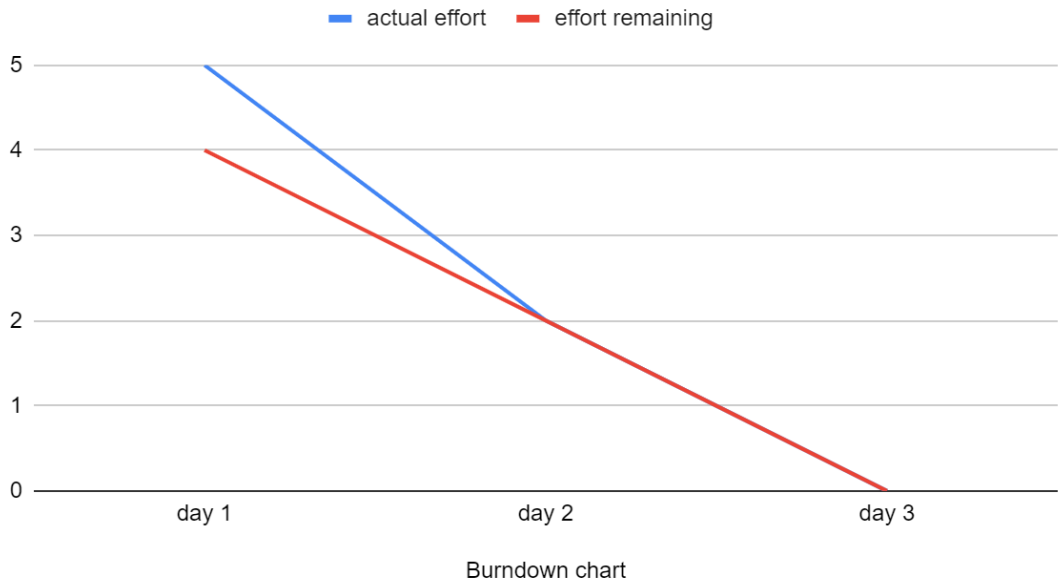
Burndown Chart:

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.

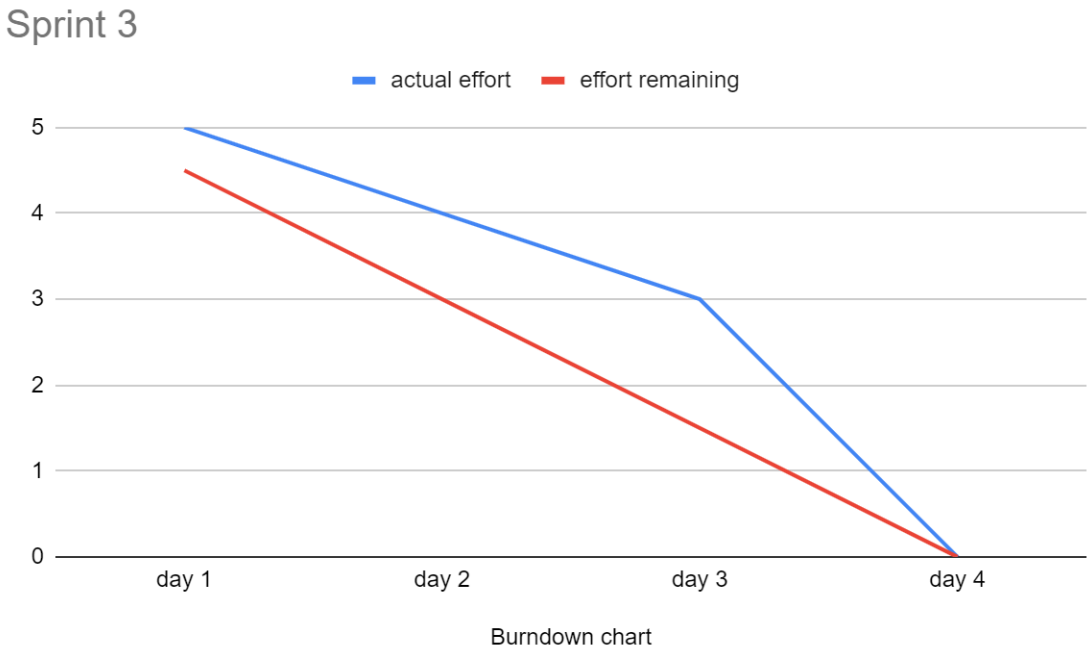


Burndown chart

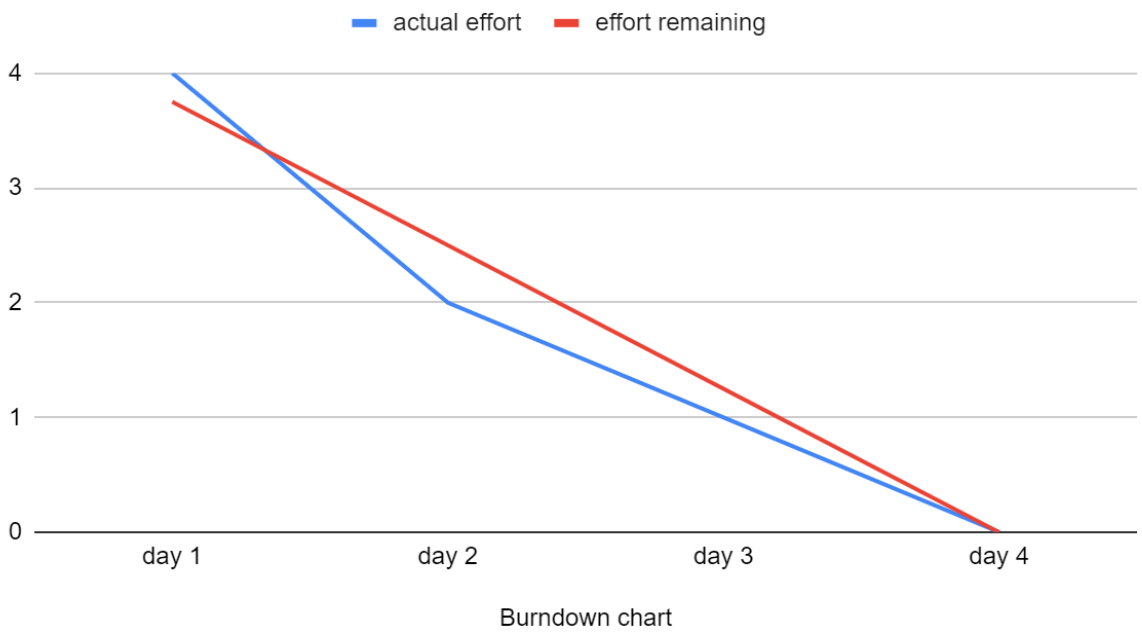
Sprint 2



Burndown chart


Sprint 3
actual effort
effort remaining
5
4
3
2
1
0
day 1
day 2
day 3
day 4
Burndown chart

Sprint 4



Burndown chart