

Project Planning Phase

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

Date	31 October 2022
Team ID	PNT2022TMID51022
Project Name	Virtual Eye – Life Guard for Swimming Pools to Detect Active Drowning
Maximum Marks	8 Marks

Product Backlog, Sprint Schedule, and Estimation (4 Marks)

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 sign up for the application by providing my email address, a password, and a password confirmation.	2	High	Jayashri K K
		USN-2	As a user, I can also sign up for the application using Gmail, Phone Number or Facebook	2	Medium	
		USN-3	When I register for the application as a user, I will get a confirmation email	1	Low	
	Login	USN-4	I can access the application as a user by providing my sign-in address and password.	2	High	
	Dataset Collection	USN-5	The uploaded data in the prediction page will assist the user in spotting drowning movements.	2	High	
		USN-6	The dataset gathered will provide highly accurate information on the person's drowning details.	1	Low	
Sprint-2	Data Pre-Processing	USN-7	The extracted dataset is utilized to develop the model.	5	High	Muthuaruna C
	Train the Model	USN-8	We can train the model then.	8	High	
		USN-9	And we can also test the model.	7	High	

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-3	Detection	USN-10	Load the tested model.	4	High	Jayarani M
		USN-11	We can identify the person by collecting real-time data.	6	High	
		USN-12	The real-time data obtained will be checked with the pre-fed data.	8	High	
Sprint-4	Alert	USN-13	If any abnormal movement is detected, the sensor will ring an alarm and notify the lifeguard to save the person.	6	High	Malini M
		USN-14	The drowning person is detected	4	High	
	Logout	USN-15	Now, the user can logout of the application	2	Medium	

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	24 Oct 2022	29 Oct 2022		
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022		
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022		
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022		

Velocity:

For Sprint-1 the Average Velocity(AV) is:

$$AV = \text{Sprint Duration} / \text{Velocity} = 10 / 6 = 1.6$$

For Sprint-2 the Average Velocity(AV) is:

$$AV = \text{Sprint Duration} / \text{Velocity} = 20 / 6 = 3.3$$

For Sprint-3 the Average Velocity(AV) is:

$$AV = \text{Sprint Duration} / \text{Velocity} = 18 / 6 = 3$$

For Sprint-4 the Average Velocity(AV) is:

$$AV = \text{Sprint Duration} / \text{Velocity} = 12 / 6 = 2$$

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.

