

Project Design Phase-II
Data Flow Diagram & User Stories

Date	31 October 2022
Team ID	PNT2022TMID51022
Project Name	Virtual Eye - Life Guard for Swimming Pools to Detect Active Drowning
Maximum Marks	4 Marks

Data Flow Diagrams:

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It shows how data enters and leaves the system, what changes the information, and where data is stored.

Steps involved:

Step1:Check the installation setup performance

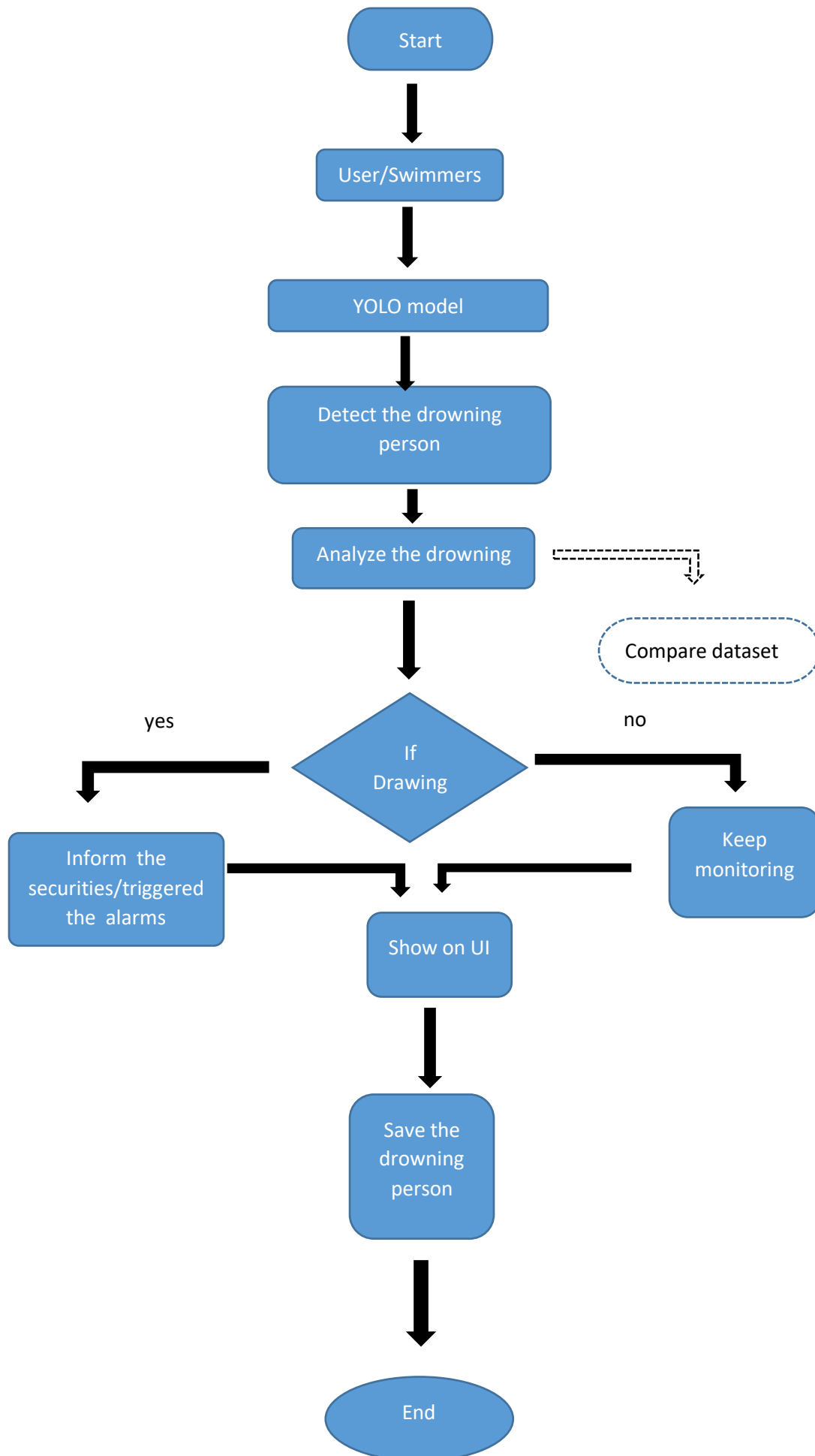
Step2:Find the drowning person

Step3:Analyze the datas with YOLO Algorithm

Step4:Alert the Security /Life guards to save the life of the drowning person

Step5:Make the custome to swim without fear

Step6:Store the data and end the program



User Stories

Use the below template to list all the user stories for the product.

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
Customer(Pool owner)	Set up the installation	USN-1	As a Owner install all security measurements with alarms ,drowning detector	I can connect the drowning detector and captured data to the AI based software	High	Sprint-1
	Detecting the drowning person	USN-2	As a user, I can detect the person who drowning by the system	I get a emergency alert or notify the alarm message	High	Sprint-3
Customer(Lifeguards)	Alert / Notify the Lifeguard or Security Person	USN-3	As a user, I can alert the lifeguards to save the person	Save them and make them to feel swim without fear	Medium	Sprint-2
Customer(Swimmers)	Safety & Protection	USN-4	As a user, I can rescue/ save the life of person from the drowning	Without fear and hopefully enjoy the swimming	High	Sprint-4
Customer Care Executive	Contact/Help	USN-5	Implement or resolve the technical issues	Connect them to solve the issues	Low	Sprint-1
Administrator	Maintain the details	USN-6	Manage and Verify the drowning detection System	Access the system and modify the data	High	Sprint4