Project Planning Phase

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

Date	23 OCTOBER 2022
Team ID	PNT2022TMID52926
Project Name	Project – WEB PHISHING DETECTION
Maximum Marks	8 Marks

Product Backlog, Sprint Schedule, and Estimation

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	User Input	USN-1	User inputs an URL in the required field to checkits validation	2	High	AADHISH S, DHINESH, KRISHI V MANJUNATHAN R
Sprint-1	Website Comparison	USN-2	Model compares the websites using Blacklist andWhitelist approach.	1	High	AADHISH S, DHINESH, KRISHI V MANJUNATHAN R
Sprint-2	Feature Extraction	USN-3	After comparison, if none found on comparison then it extracts feature using heuristic and visualsimilarity.	2	Low	AADHISH S, DHINESH, KRISHI V MANJUNATHAN R
Sprint-2	Prediction	USN-4	Model predicts the URL using Machine learningalgorithms such as logistic Regression, KNN.	2	Medium	AADHISH S, DHINESH, KRISHI V MANJUNATHAN R

Sprint-3	Classifier	USN-5	Model then displays whether the website is legalsite or a phishing site	1	High	AADHISH S, DHINESH, KRISHI V MANJUNATHAN R
Sprint-3	Announcement	USN-6	Model then displays whether the website is legalsite or a phishing site	1	High	AADHISH S, DHINESH, KRISHI V MANJUNATHAN R
Sprint-4	Events	USN-7	This model needs the capability of retrieving anddisplaying accurate result for a website.	1	High	AADHISH S, DHINESH, KRISHI V MANJUNATHAN R

Project Tracker, Velocity & Burndown Chart:

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	20	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	06 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	19 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)

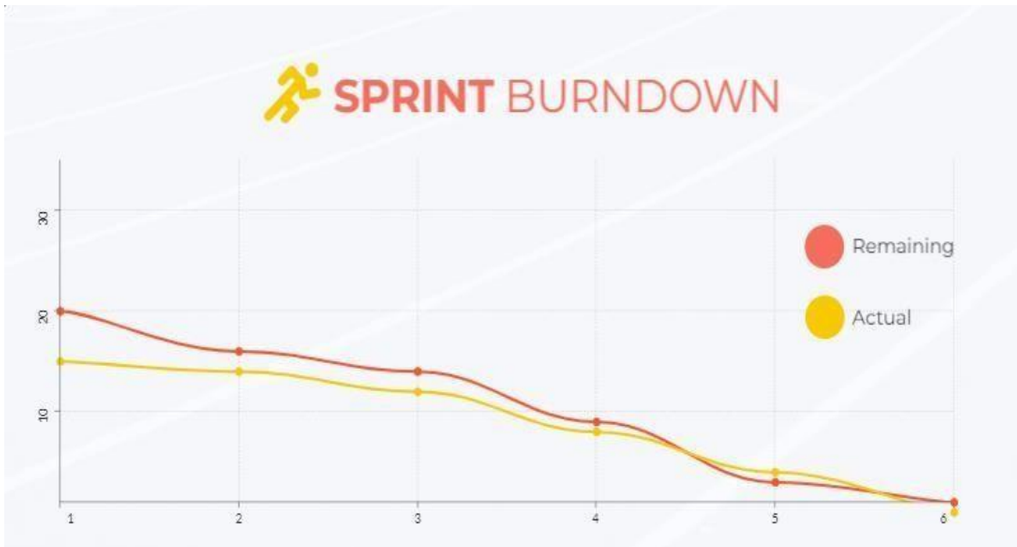
$$AV = \frac{sprint\ duration}{velocity} = \frac{20}{10} = 2$$

We have a 6-day sprint duration, and the velocity of the team is 20 (points per sprint). So our team's average velocity (AV) per iteration unit (story points per day)

AV = (Sprint Duration / Velocity) = 20 /6 = 3.33

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.



Reference:

https://www.visual-paradigm.com/scrum/scrum-burndown-chart/

https://www.visme.co/templates/charts/sprint-burndown-chart-1425285230/