Project Planning Phase

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

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| --- | --- |
| Date | 18 October 2022 |
| Team ID | PNT2022TMID24961 |
| Project Name | Web Phishing detection |
| 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 register for the application by  entering my email, password, and confirming my password. | 2 | High | KAVIYA S |
| Sprint-1 | Registration | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 1 | High | GAYATHRI M |
| Sprint-2 | Registration | USN-3 | As a user, I can register for the application through Facebook | 2 | Low | DHARSHINI S |
| Sprint-2 | Registration | USN-4 | As a user, I can register for the application through Gmail | 2 | Medium | HARINI S |
| Sprint-2 | Login | USN-5 | As a user, I can log into the application by entering email & password | 1 | High | KAVIYA S |
| Sprint-2 | Dashboard | USN-6 | Once the user is registered and have logged in, he will be able to access the dashboard over  the browser. | 1 | Medium | HARINI |
| Sprint-3 | Model Building | USN-7 | Using various machine learning techniques, a model has to be built. | 2 | High | GAYATHRI |
| Sprint-3 | Model Testing | USN-8 | Built model have to be checked for accuracy  and other performance metrics to correctly classify. | 2 | High | KAVIYA S, GAYATHRI M |
| Sprint-4 | Integration | USN-9 | Integrate the frontend and the developed ML model using flask and deploy in the cloud. | 2 | High | KAVIYA S, GAYATHRI M |
| Sprint-4 | Notification | USN-10 | A notification will be sent to the registered mail id. | 2 | Medium | HARINI S, DHARSHINIS |

**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 | 20 | 29 Oct 2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 20 | 05 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)



# 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](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over