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

Date	21 October 2022
Team ID	PNT2022TMID30362
Project Name	Emerging Methods for Early Detection of Forest Fire
Maximum Marks	8 Marks

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

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
Environmentalist	Collect the data	USN-1	As an Environmentalist,it is necessary to collect the data of the forest which includes temperature,humidity,wind and rain of the forest	It is necessary to collect the right data else the prediction may become wrong	High	Sprint-1
		USN-2	Identify algorithms that can be used for prediction	To collect the algorithm to identify the accuracy level of each algorithms	Medium	Sprint-2
		USN-3	Identify the accuracy of each algorithms	Accuracy of each algorithm-calculated so that it is easy to obtain the most accurate output	High	Sprint-2
		USN-4	Evaluate the Dataset	Data is evaluated before processing	Medium	Sprint-1
		USN-5	Identify accuracy,precision,recall of each algorithms	These values are important for obtaining the right output	High	Sprint-3
		USN-6	Outputs from each algorithm are obtained	It is highly used to predict the effect and to take precautionary measures.	High	Sprint-4

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		
Sprint-3	20	6Days	07 Nov 2022	12 Nov 2022		
Sprint-4	20	6Days	14 Nov 2022	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)

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

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.
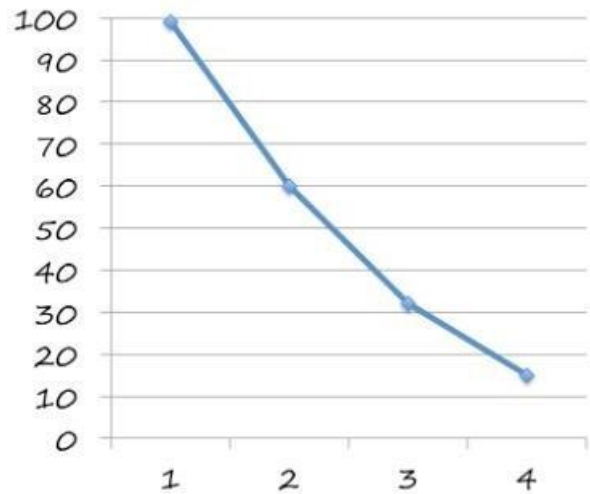
In our project,there are 4 sprint activities.

This chart is drawn by taking

x->sprint and

y->pending hours.