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

| Date | 18 October 2022 |
|---------------|--|
| Team ID | PNT2022TMID32721 |
| Project Name | A novel method for handwritten digit recognition system. |
| Maximum Marks | 8 Marks |

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

Use the below template to create product backlog and sprint schedule

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|----------|----------------------------------|----------------------|--|--------------|----------|--|
| Sprint-1 | Data Collection | USN-1 | As a user, I need to collect the data with different handwriting to train the model | 6 | High | Akshaya K Akila G Keerthiga R |
| Sprint-1 | Importing libraries | USN-2 | As a user, I have to implement necessary libraries in python packages. | 4 | Low | Akshaya K Charugobika R D |
| Sprint-1 | Data preprocessing | USN-3 | As a user, I can load the dataset, handle the missing values, scale and split the data. | 10 | Medium | Akila G Keerthiga R |
| Sprint-2 | Model building | USN-4 | As a user, I will get an application with ML model which provides high accuracy of recognized handwritten digit. | 5 | High | Akshaya K Akila G Charugobika R D Keerthiga R |

| Sprint-2 | Add the CNN layers | USN-5 | Add input convolutional layer, maxpooling layer, flatten, hidden and output layers to the model. | 5 | High | Akila G Akshaya K |
|-----------|--------------------------|--------|---|----|--------|--|
| Sprint- 2 | Compile the model | USN-6 | As a user, compile the model for trained dataset. | 2 | Medium | Charugboika R D Keerthiga R |
| Sprint-2 | Train and test the model | USN-7 | As a user, train and test the model for the dataset collected and data are validated. | 4 | High | Akshaya K Charugobika R D |
| Sprint-2 | Save the model | USN-8 | As a user, the compiled data are saved and integrated with an android application or web application. | 2 | Low | Akila G Keerthiga R |
| Sprint-3 | Building UI application | USN-9 | As a user upload the input image that contains handwritten digits. | 10 | Medium | Akshaya K Akila G |
| Sprint-3 | | USN-10 | As a user, I can provide the fundamental details about the usage of application to customer. | 5 | Low | Charugobika R D Keerthiga R |
| | | USN-11 | As a user, I can see the predicted or recognized digits in the application. | 5 | Medium | Akshaya K Akila G Charugobika R D Keerthiga R |
| Sprint-4 | Train the model on IBM | USN-12 | As a user train the model in IBM cloud and integrate the results. | 10 | High | Akila G Charugobika R D |
| | Cloud Deployment | USN-13 | As a user, I can access the web application and make the use of the product from anywhere. | 10 | High | Akshaya K Keerthiga R |

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 | 31 Oct 2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 20 | 6 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 20 | 13 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)

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

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 suchas Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

