Project Planning Phase

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

Date	06 November 2022
Team members	Mohan Raj M Suriya C J
Team ID	PNT2022TMID52840
Project Name	Statistical Machine Learning Approaches To Liver Disease Prediction

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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	5	High	Mohan Raj M
Sprint-1		USN-2	As a user, I will receive confirmation email Once I have registered for the application	5	High	Suriya C J

Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password	10	High	Nishanth A S
Sprint-2	Input Necessary Details	USN-4	As a user, I can give Input Details to Predict Likeliness of Liver Disease.	15	High	Pranav K P
Sprint-2	Data pre-processing	USN-5	Transform raw data into suitable format for prediction.	5	High	Kishore R
Sprint-3	Prediction of Liver Disease	USN-6	As a user, I can predict Liver Disease Using machine learning model.	15	High	Mohan Raj M
Sprint-3	.	USN-8	As a user, I can get accurate prediction of Liver disease.	5	Medium	Suriya C J
Sprint-4	Review	UNS-8	As a user, I can give feedback of The application	20	High	Nishanth A S

Tracker, Velocity & Burn down 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 Oct2022	29 Oct 2022	18	08 Nov 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	17	06 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	18	08 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	17	10 Nov 2022

Velocity:

Imagine we have a 6-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=Sprint duration/velocity = 6/20=0.3

Burn down Chart: