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

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|---|---|
| Date | 22 October 2022 |
| Team ID | PNT2022TMID00047 |
| Project Name | Developing a Flight Delay Prediction Model using Machine Learning |
| 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 and Login | USN-1 | As a new user, I can register for the application by entering my email and my password. | 2 | High | Elakkiya .M |
| Sprint-2 | Confirmation email | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 2 | Medium | Jashwanthi .S |
| Sprint-1 | User login | USN-3 | As a user, I can login into the application by entering the registered email-id and password | 2 | High | Boomika .S |
| Sprint-2 | Admin Panel | USN-4 | As an admin, I can authenticate the registration and login credentials of the passengers | 2 | High | Charu Chithra .T |
| Sprint-3 | Arrival and Departure time of flights | USN-5 | As a user, I can find all the details of a specific flight with its number or name | 2 | High | Jashwanthi .S |
| Sprint-3 | | USN-6 | As a user, I can find exactly how long the flight will be delayed | 2 | High | Charu Chithra.T |
| Sprint-4 | Helpdesk | USN-7 | As a customer care executive, I can provide the contact details of the airlines | 1 | Medium | Boomika .S |

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|---|---|---|---|---|---|---|
| Sprint-4 | | USN-8 | As a passenger, I can find alternative flights to the destination that are available | 1 | High | Charu Chithra.T Jashwanthi .S Elakkiya .M Boomika .S |
| Sprint-4 | Feedback | USN-9 | As a user, I can provide my suggestions and feedback for the improvement of the application | 2 | Medium | Elakkiya .M |

**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 | 4 | 6 Days | 24 Oct 2022 | 29 Oct 2022 | 4 | 29 Oct 2022 |
| Sprint-2 | 4 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 4 | 05 Nov 2022 |
| Sprint-3 | 4 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 4 | 12 Nov 2022 |
| Sprint-4 | 4 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 4 | 19 Nov 2022 |

**Velocity:**

We have a 24-day sprint duration, and the velocity of the team is 4 (points per sprint). Thus the team's average velocity (AV) per iteration unit (story points per day) is as follows

$$AV = \text{sprint duration} / \text{velocity}$$

$$= 24/16$$

$$= 1.5$$

**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.

## Burndown chart

Use our burndown chart template to track how much work and time you have left before your deadline arises.

## How to use this template

1. Choose your timeline and sprints.
2. Set your ideal workflow line.
3. Place your weekly tasks throughout the month.
4. Identify each week's completed and remaining tasks.

## Quick tips

**Start with the toolbar**
It's at the bottom of your screen, with stickies, stamps, and anything you need.

**Move and zoom**
Use the hand tool to pan around. Zoom controls are in the top right corner.

**But first: get your team in here**
FigJam's better with others. Click the **Share** button above to invite your team.

## Explore more templates

| October | November |
|---|---|

Ideal timeline

Actual timeline

1. Creation of web page
2. User registration
3. Login

1. Input form for user to give necessary details for prediction
2. Data pre-processing

1. Deploying suitable Machine Learning model for predicting flight delay
2. Display the predicted output

1. Product launch and user feedback