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

Date	18 October 2022
Team ID	PNT2022TMID15017
Project Name	Project – Crude Oil Price Prediction
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	Data Collection	USN-1	Collecting the Dataset	10	High	Rethika Ramesh Suriya Prakash Narain Srinivas Vawnika
Sprint-1		USN-2	Data Pre-Processing	7	Medium	Rethika Ramesh Suriya Prakash Narain Srinivas Vawnika
Sprint-2	Model Building	USN-3	Import the required libraries, add the necessary layers and compile the model.	10	High	Rethika Ramesh Suriya Prakash Narain Srinivas

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2		USN-4	Training the data classification model using RNN and others systems.	7	Medium	Rethika Ramesh Suriya Prakash Narain Srinivas Vawnika
Sprint-3		USN-5	Training the model and testing the model's performance.	10	High	Suriya Prakash Narain Srinivas Vawnika
Sprint-4	Training and Testing	USN-6	Build the system and deploy the model in IBM cloud	7	Medium	Rethika Ramesh Suriya Prakash Vawnika

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	10	6 Days	24 Oct 2022	29 Oct 2022	8	29 Oct 2022
Sprint-2	10	6 Days	31 Oct 2022	05 Nov 2022	7	05 Nov 2022
Sprint-3	10	6 Days	07 Nov 2022	12 Nov 2022	8	12 Nov 2022
Sprint-4	10	6 Days	14 Nov 2022	19 Nov 2022	7	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)

$$AV = \frac{sprint\ duration}{velocity}$$

Average Velocity of Our Team

= 6/10

= 0.6

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.