Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID53652
Project Name	Project - Web Phishing Detection
Maximum Marks	8 Marks

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

Sprint	Functional Requirement (Epic)	User Story Number	Use 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.	2	High	SNEHA S SURYA V VAISHNAVI M YUKESH KUMAR S
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	
Sprint-2		USN-3	As a user, I can register for the application through Facebook	2	Low	
Sprint-1		USN-4	As a user, I can register for the application through Gmail	2	Medium	
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	
Sprint-1	Dashboard	USN-6	As a user, I can know the features of my dashboard	1	Medium	
Sprint-1	User Input	USN-7	As a user, I can input the particular URL in the required field and waiting for validation	2	High	
Sprint-2	Feature Extraction	USN-8	As an administrator, I have to extract the featured data using heuristic and visual similarity approach	2	High	
Sprint-2	Prediction	USN-9	Here the Model will predict the URL websites using Machine Learning algorithms such as Logistic Regression, KNN Model	2	High	
Sprint-3	Classifier	USN-10	Here I will send all the model output to classifier in order to produce final result	2	High	
Sprint-4	Management	USN-11	As an admin, we can response to the user message for improvement of the website	2	Medium	

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	20	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 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)

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

We have a 6-day sprint duration, and the velocity of the team is 20 (points per sprint). So our team's average velocity (AV) per iteration unit (story points per day)

AV = (Sprint Duration / Velocity) = 20 / 6 = 3.3

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.