Project Planning Phase

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

|  |  |
| --- | --- |
| Date | 11 November 2022 |
| Team ID | PNT2022TMID00525 |
| Project Name | Crude Oil Price Prediction |
| 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 | Collecting the Dataset | 10 | High | Krishna  Peter Paul Samuel  Prithivi raj  Rakesh Dhilip |
| Sprint-1 |  | USN-2 | Data Pre-processing | 7 | Medium | Krishna  Peter Paul Samuel  Prithivi raj  Rakesh Dhilip |
| Sprint-2 | Model Building | USN-3 | Import the required libraries, add the | 10 | High | Krishna |
|  | necessary layers and compile the model. |  |  | Peter Paul Samuel |
|  |  |  |  |  |  | Prithivi raj |
|  |  |  |  |  |  | Rakesh Dhilip |
| Sprint-2 |  | USN-4 | Training the data classification model | 7 | Medium | Krishna |
|  |  | using RNN and others systems. |  |  | Peter Paul Samuel |
|  |  |  |  |  | Prithivi raj |
|  |  |  |  |  | Rakesh Dhilip |
| Sprint-3 | Training and | USN-5 | Training the model and testing the model’s | 10 | High | Krishna |
|  | Testing |  | performance |  |  | Peter Paul Samuel |
|  |  |  |  |  |  | Prithivi raj |
|  |  |  |  |  |  | Rakesh Dhilip |

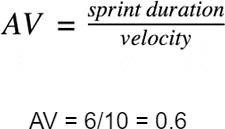
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| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-4 |  | USN-6 | Build the system and deploy the model in IBM cloud | 7 | Medium | Krishna |
|  |  |  |  |  | Peter Paul Samuel |
|  |  |  |  |  | Prithivi raj |
|  |  |  |  |  | Rakesh Dhilip |

# 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 | 08 Nov 2022 | 13 Nov 2022 | 8 | 29 Oct 2022 |
| Sprint-2 | 10 | 6 Days | 08 Nov 2022 | 13 Nov 2022 | 7 | 05 Nov 2022 |
| Sprint-3 | 10 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 8 | 12 Nov 2022 |
| Sprint-4 | 10 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 7 | 19 Nov 2022 |

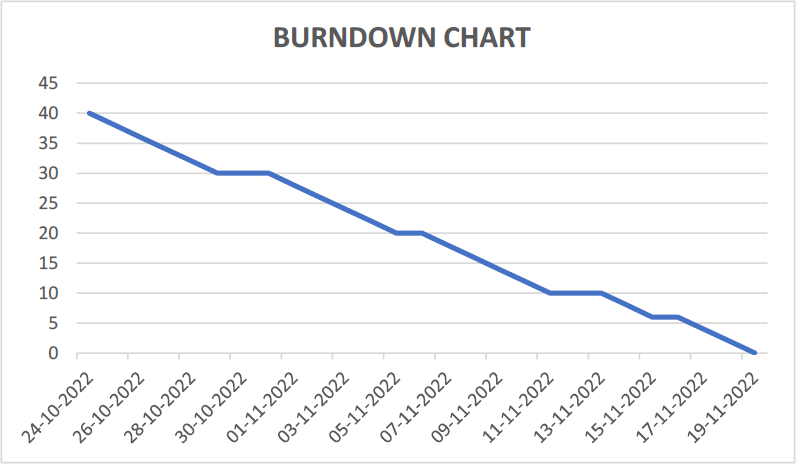
**Velocity:**

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)



# 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](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time



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