Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID21631
Project Name	Project – Web phishing detection
Maximum Marks	4 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	User input	USN-1	User inputs an URL in the required field to check its validation.	1	Medium	Hari Ganesh R
Sprint-1	Website Comparison	USN-2	Model compares the websites using Blacklist and Whitelist approach.	1	High	Eber Sheckel E
Sprint-2	Feature Extraction	USN-3	After comparison, if none found on comparison then it extract feature using heuristic and visual similarity.	2	High	Ghoushick A
Sprint-2	Prediction	USN-4	Model predicts the URL using Machine learning algorithms such as logistic Regression, KNN.	1	Medium	Failur Rahuman S
Sprint-3	Classifier	USN-5	Model sends all the output to the classifier and produces the final result.	1	Medium	Ghoushick A
Sprint-4	Announcement	USN-6	Model then displays whether the website is legal site or a phishing site.	1	High	Hari Ganesh R
Sprint-4	Events	USN-7	This model needs the capability of retrieving and displaying accurate result for a website.	1	High	Failur rahuman S

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)

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

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.