

## Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID28921
Project Name	WEB PHISHING DETECTION
Maximum Marks	8 Marks

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

to create product backlog and sprint schedule

Sprint	Functional Requirement (Epic)	User Story Number	User 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	Vimala T
Sprint-1	Authentication	USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Sindhuja M
Sprint-1	Analysis of websites	USN-3	Use whitelist and blacklist analysis to analyse the website	2	Low	Sabarmathi S
Sprint-2	Storage	USN-4	Store the backlisted websites In a specified database allotted for it using IBM cloud.	2	Medium	Fathima Iffadha SM
Sprint-2	Decide ML model	USN-5	Selecting the best model and proceed further.	3	High	Sabarmathi.S
Sprint-3	Creation	USN-6	Creation of the application and hosting it in IBM cloud.	5	High	Vimala.T Sindhuja.M Sabarmathi.S Fathima Iffadha SM
Sprint-3	Result display	USN-7	Display whether the website is legitimate or illegitimate.	4	Medium	Sindhuja.M
Sprint-4	Login	USN-8	As a user, I can log into the application by entering email & password	1	High	Fathima Iffadha SM
Sprint-4	Dashboard	USN-9	Display the list of blacklisted websites that are identified.	2	Low	Sabarmathi 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	18 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)

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

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

is as follows:

$$AV = (\text{Sprint Duration}/\text{velocity}) = 20/6 = 3.33$$

### 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.

