# **Project Planning Phase**

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

Date	18 October 2022
Team ID	PNT2022TMID28949
Project Name	Virtual Eye - Drowning detection
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	To be rescued	USN-1	As a user, I should be rescued from the swimming pool if I drown.	2	High	isravel
Sprint-3	To rescue fast	USN-2	As a user, i want my kith and kin to be rescued from drowning as fast as possible	2	High	karthikeyan
Sprint-2	To Delete/Manipulate	USN-3	As a user, I should be able to delete or manipulate the video data whenever I need.	3	Medium	dilli ganesh
Sprint-1	Alert	USN-4	As a user, I need a noisy and easily palpable visual alert.	3	Medium	lakshmi narayanan
Sprint-4 To Modify the model US		USN-5	As a user, i should be able to modify the YOLO model with better data to get accurate prediction	3	Medium	isravel
Sprint -3	Location	USN-6	As a user, i need the exact location of the person drowning to save as soon as possible	2	High	dilli ganesh
Sprint-1	Registration	USN-7	As a user, I should be able to register and login to access the application.	1	High	karthikeyan

#### **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	6	6 Days	24 Oct 2022	29 Oct 2022	6	29 Oct 2022
Sprint-2	3	6 Days	31 Oct 2022	05 Nov 2022	3	05 Nov 2022
Sprint-3	4	6 Days	07 Nov 2022	12 Nov 2022	4	12 Nov 2022
Sprint-4	3	6 Days	14 Nov 2022	19 Nov 2022	3	19 Nov 2022

#### **Velocity:**

The Team's average velocity (AV) per iteration unit (story points per day)

AV=Velocity/Sprint Duration = 4/6

#### **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.

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