

## Project Planning Phase

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

|               |                                       |
|---------------|---------------------------------------|
| Date          | 18 October 2022                       |
| Team ID       | PNT2022TMID52696                      |
| Project Name  | Project - Car resale value prediction |
| Maximum Marks | 8 Marks                               |

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

| Sprint   | Functional Requirement (EDic) | User Story Number | User Story / Task  | Story Points | Priority | Team Members                          |
|----------|-------------------------------|-------------------|--|--------------|----------|---------------------------------------|
| Sprint-1 | Collection of Dataset         | USN-1             | Downloading dataset  | 1            | High     | Jaivant<br>Mukunth<br>Balaji<br>Kalki |
| Sprint-1 | Data Pre-processing           | USN-2             | Data pre-processing/ Import Required Libraries<br>Read the Dataset Cleaning the Dataset<br>Splitting The Data into Independent & Dependent Variables | 5            | High     | Jaivant<br>Mukunth<br>Balaji<br>Kalki |
| Sprint-2 | Model Building                | USN-3             | Dataset training and testing/ Choose the Appropriate Model<br>Check the Metrics of the Model<br>Save The Model                                       | 3            | Medium   | Jaivant<br>Mukunth<br>Balaji<br>Kalki |
| Sprint-2 | Application Building          | USN-4             | Making API/<br>Build The Python Flask App Build an HTML Page<br>Execute And Test The Model   | 3            | Medium   | Jaivant<br>Mukunth<br>Balaji<br>Kalki |
| Sprint-3 | Training The Model            | USN5              | Predicting/<br>Train The ML Model on IBM<br>integrate Flask with Scoring End Point   | 2            | High     | Jaivant<br>Mukunth<br>Balaji<br>Kalki |
| Sprint-4 | Deploying in IBM Cloud        | USN-6             | Search Engine  | 2            | High     | Jaivant<br>Mukunth<br>Balaji<br>Kalki |

**Project Tracker, Velocity & Burndown Chart: (4 Marks)**

| <b>Sprint</b> | <b>Total Story Points</b> | <b>Duration</b> | <b>Sprint Start Date</b> | <b>Sprint End Date (Planned)</b> | <b>Story Points Completed (as on Planned End Date)</b> | <b>Sprint Release Date (Actual)</b> |
|---------------|---------------------------|-----------------|--------------------------|----------------------------------|--|-------------------------------------|
| 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 6-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)

$$\text{Average Velocity} = \frac{20}{6} = 3.33$$

### 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.



