

Project Planning Phase

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

Date	09 November 2022
Team ID	PNT2022TMID08316
Project Name	Emerging Methods for Early Detection of Forest Fire
Maximum Marks	8 Marks

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

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
Environmentalism	Collect the data	USN-1	As an environmentalist, you must gather information about the forest's temperature, humidity, wind, and rainfall.	The relevant data must be gathered in order to avoid having the prediction be incorrect.	High	Sprint-1
		USN-2	Identify potential prediction-based algorithms.	To gather the algorithms and determine each algorithm's accuracy level	Medium	Sprint-2
		USN-3	Determine each algorithm's accuracy	Each algorithm's calculated accuracy, making it simple to obtain the most accurate output	High	Sprint-2
		USN-4	Review the Dataset.	Information is assessed before processing.	Medium	Sprint-1

		USN-5	Determine the precision, accuracy, and recall of each algorithm.	These settings are crucial for getting the desired result.	High	Sprint-3
		USN-6	Each algorithm generates outputs.	It is widely used to foresee effects and take preventative steps..	High	Sprint-4

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	6Days	24Oct2022	29Oct 2022	20	29 Oct 2022
Sprint-2	20	6 Days	31Oct 2022	05 Nov 2022		
Sprint-3	20	6Days	07 Nov 2022	12 Nov 2022		
Sprint-4	20	6Days	14 Nov 2022	19 Nov 2022		

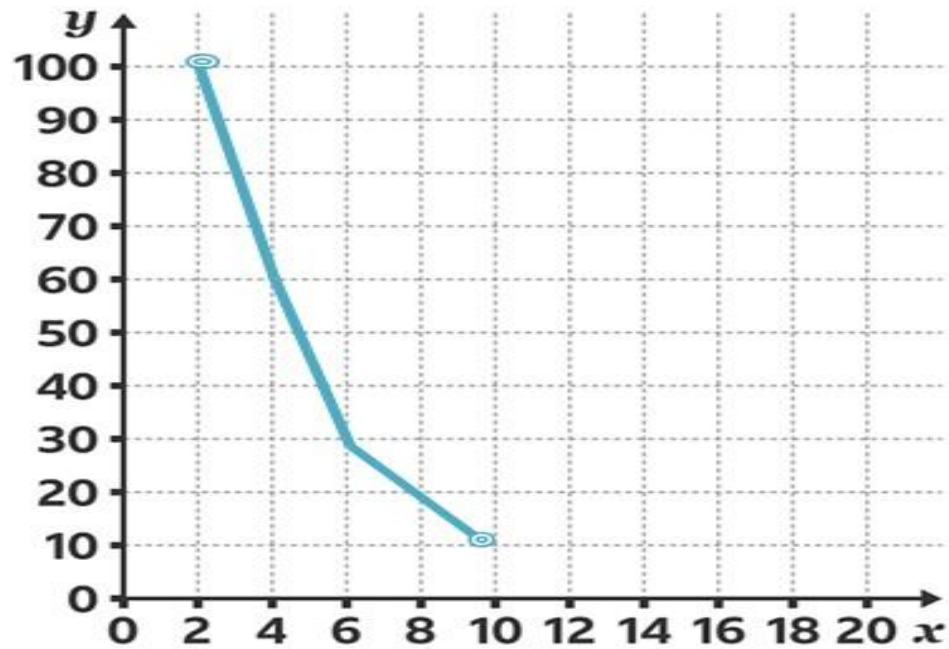
Velocity:

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)

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

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.



In our project, there are 4 sprint activities.

This chart is drawn by taking x->sprint
and y->pending hours.