

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

Date	12 November 2022
Team ID	PNT2022TMID28171
Project Name	VirtualEye- Life Guard for Swimming Pools to Detect Active Drowning
Maximum Marks	4 Marks

**Prepare Milestone and Activity List**

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

Use the below template to create product backlog and sprint schedule

<b>Sprint</b>	<b>Functional Requirement (Epic)</b>	<b>User Story Number</b>	<b>User Story / Task</b>	<b>Story Points</b>	<b>Priority</b>	<b>Team Members</b>
Sprint-1	Registration	VLGFSP-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Srinath
Sprint-1	Registration	VLGFSP-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Yuvaraj
Sprint-1	Registration	VLGFSP -3	As a user, I can register for the application through Facebook	2	Low	Sanjay
Sprint-1	Registration	VLGFSP -4	As a user, I can register for the application through Gmail	2	Medium	Vishal surya
Sprint-1	Login	VLGFSP -5	As a user, I can log into the application by entering email & password	1	High	Yeshwanth
Sprint-2	Dataset Collect	VLGFSP -6	Collect number of datasets and get accuracy	2	Medium	Yuvaraj
Sprint-2	Pre-processing	VLGFSP -7	The dataset is extracted	2	High	Srinath
Sprint-2	Train the model	VLGFSP -8	Train the model.	4	High	Sanjay

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Sprint-2	Test the model	VLGFSP -8	Test the model	6	High	Yeshwanth
Sprint-3	Detection	VLGFSP -9	Load the trained model.	3	High	Vishal surya
Sprint-3	Detection	VLGFSP -10	Identify the person by collecting realtime data through a webcam.	5	Medium	Sanjay
Sprint-3	Detection	VLGFSP -11	classify it by using a trained model to predict the output	8	High	Yuvaraj
Sprint-4	Detection	VLGFSP -12	If person is drowning, the system will ring an alarm to give signal	7	High	Srinath
Sprint-4	Detection	VLGFSP -13	As a User,I can detect the drowning person.	3	Medium	Yeshwanth
Sprint-4	Logout	VLGFSP -14	As a User,I can logout the application.	2	Low	Vishal surya

### **Sprint Delivery Plan**

#### **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	8	2 Days	31 Oct 2022	02 Nov 2022	2	12 Nov 2022
Sprint-2	14	2 Days	05 Nov 2022	07 Nov 2022	2	12 Nov 2022
Sprint-3	16	2 Days	09 Nov 2022	11 Nov 2022	2	12 Nov 2022
Sprint-4	12	2 Days	14 Nov 2022	16 Nov 2022	2	12 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)**

For Sprint-1 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 8 / 6 = 1.3V$  For Sprint-

2 the Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 14 / 6 = 2.3V$  For Sprint-3 the

Average Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 16 / 6 = 2.6V$  For Sprint-4 the Average

Velocity (AV) is:  $AV = \text{Sprint Duration} / \text{velocity} = 12 / 6 = 2.0V$  TOTAL TEAM AVERAGE

VELOCITY = 2.08

**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.**



