Project Planning Phase

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

Date	15 November 2022
Team ID	PNT2022TMID37180
Project Name	Machine Learning Based Vehicle Performance Analyzer
Maximum Marks	8 Marks

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

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Data processing	USN-1	As a user, I can process raw data and perform manual analysis.	30	High	Nirmal A V Naveen K S Hari Vignesh K Musharraf U
Sprint-2	Model building	USN-2	As a user, I can get the predicted performance of the vehicle using the given data.	20	Low	Nirmal A V Naveen K S Hari Vignesh K Musharraf U
Sprint-3	Web Page design	USN-3	As a user, I am able to view the website and I can get the predicted performance of the vehicle using the given data.	30	High	Nirmal A V Naveen K S Hari Vignesh K Musharraf U
Sprint-4	Result	USN-4	As a user, I expect the prediction is highly accurate.	20	High	Nirmal A V Naveen K S Hari Vignesh K Musharraf U

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	30	1 Day	01 Nov 2022	03 Nov 2022	30	12 Nov 2022
Sprint-2	20	2 Days	03 Nov 2022	05 Nov 2022	20	12 Nov 2022
Sprint-3	20	5 Days	06 Nov 2022	11 Nov 2022	20	12 Nov 2022
Sprint-4	20	4 Days	12 Nov 2022	16 Nov 2022	20	16 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)

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

Burndown Chart:

A burndown 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.