Project Planning Phase

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

Date	22 October 2022
Team ID	PNT2022TMID30551
Project Name	IoT-Based Smart Crop Protection System for Agriculture
Maximum Marks	8 Marks

Project Planning (Product Backlog, Sprint Planning, Stories, Story Points)

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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	3	High	K.Karpagam
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	2	High	J.Divya
Sprint-2	Cloud Service	USN-3	As a user, I can register for the application through Facebook or any social media	1	Low	B.Anjali
Sprint-4		USN-4	As a user, I can register for the application through Gmail / web service	2	Medium	G.kavina.
Sprint-3	Login	USN-5	As a user, I can log into the application by entering email & password	4	High	J.Divya
Sprint-2	Pre processing	USN-6	As a farmer, the user must be able to find the system easy to access so the Prep-processes and other task must be perfect	3	High	K.Karpagam
Sprint-1	Collecting Dataset	USN-7	To collect various sources of animal threats and keep developing a dataset using Clarifai.	3	Medium	B.Anjali
Sprint-4	Integrating	USN-8	To integrate the available dataset and keep improving the accuracy of finding animals	2	Medium	G.kavina.
Sprint-3		USN-9	To find and use appropriate compiler to run and test the data so that we can implement our program	1	Low	B.Anjali
Sprint-2		USN-10	Request AVS Engineering College to deploy the project in our campus and test	1	Low	J.Divya

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Training	USN-11	As programmer, we need to train our data perfectly so that the program runs smoothly	3	High	G.kavina
Sprint-3		USN-12	Train the data using out available service and IBM dataset from server and improve that	2	Medium	K.Karpagam
Sprint-4	Coding	USN-13	To modify the code according to our program and improve the efficiency of that code	4	High	B.Anjali
Sprint-2		USN-13	To improve performance	1	Low	J.Divya
Sprint-2	Record	USN-5	To record the data and plot the graph to show the characteristics officially	4	Medium	G.Kavina
Sprint-1	Planning	USN-4	Plan the programming language and feasibility	3	High	K.Karpagam
Sprint-4		USN-14	Demonstrate the working and improve accuracy overall	2	Low	B.Anjali

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

Velocity:

We have a 23-day sprint duration and the velocity of the team is 20(points per sprint).

TO FIND: Calculate the team's average velocity (AV) per iteration unit (Story points per day).

$$AV = \frac{sprint\ duration}{velocity} = \frac{23}{20} = 1.15$$

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

Project: IoT Based Smart Crop Protection System for Agriculture