**Project Planning Phase**

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

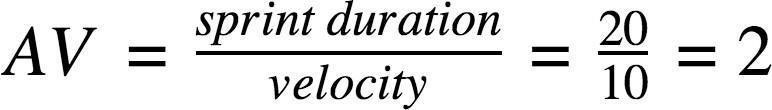
|  |  |
| --- | --- |
| Date | 25 October 2022 |
| Team ID | PNT2022TMID08321 |
| Project Name | Crude Oil Price Prediction |
| Maximum Marks | 8 Marks |

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

Use the below template to create product backlog and sprint schedule

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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. | 10 | High | MADALA SATISH |  |  | | | |
|  |
| Sprint-1 |  | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 10 | High | ALAVALA PRAKASH REDDY |  | | |  | |
|  | | |
| Sprint-1 | Login | USN-3 | As a user, I can log into the application by entering email & password. | 15 | High | GOTTAPU SAI JAGANNADHAM NAIDU |  |  | | | |
|  | | | | |
| Sprint-2 | Input Necessary Details | USN-4 | As a user, I can give Input Details to Predict Likeliness of crude oil | 15 | High | BODDU BALAJI |  | | | |  |
|  | | | |
| Sprint-2 | Data Pre-processing | USN-5 | Transform raw data into suitable format for prediction. | 15 | High | MADALA SATISH |  |  | | | |
|  |
| Sprint-3 | Prediction of  Crude Oil Price | USN-6 | As a user, I can predict Crude oil using machine learning model. | 20 | High | BODDU BALAJI |  | | |  | |
|  | | |
| Sprint-3 |  | USN-7 | As a user, I can get accurate prediction of crude oil | 5 | Medium | MADALA SATISH |  |  | | | |
|  |
| Sprint-4 | Review | USN-8 | As a user, I can give feedback of the application. | 20 | High | ALAVALA PRAKASH REDDY |  | |  | | |
|  | |

**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 | 29 Oct 2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 |  |  |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 |  |  |
| Sprint-4 | 20 | 6 Days | 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)

**Burndown Chart:**

