Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID53114
Project Name	VirtualEye - Lifeguard for swimming pools to detect active drowning
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 Registration		USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Shashank Panda
Sprint-1	Registration	USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Sai Shridhar
Sprint-1	Registration	USN-3	As a user, I can register for the application through Facebook	2	Low	Aditya Pahadsingh
Sprint-1	Registration	USN-4	As a user, I can register for the application through Gmail	2	Low	Tushar Nair
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	Shashank Panda
Sprint-2	home	USN-5	User can read about the project and problem solution in the home page	1	Medium	Sai Shridhar
Sprint-2	dashboard	USN-6	User can upload a video to test out the drowning detection system	2	High	Aditya Pahadsingh
Sprint-2	Collect dataset	-	Collect the dataset for active drowning prediction	2	High	Tushar Nair

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story points	Priority	Team Members
Sprint-3	Train the model	-	Train the model using dataset collected	4	High	Sai Shridhar
Sprint-3	Test the model	-	Test the model using the testing data and evaluate using the metrics	4	High	Shashank Panda
Sprint-3	Load	-	Load the Trained model	4	High	Aditya Pahadsingh
Sprint-4	Detection	USN-7	Person in video is detected using YOLO algorithm	2	Medium	Tushar Nair
Sprint-4	Detection	USN-8	If person is identified to be drowning, alarm sound is played	3	High	Sai Shridhar
Sprint-4	Logout	USN-9	User can log out of the application	4	Medium	Shashank Panda