Project Planning Phase

Project Planning (Product Backlog, Sprint Planning, Stories, Storypoints)

Date	24 October 2022
Team ID	PNT2022TMID22019
Project Name	Virtual Eye - Life Guard 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	VLGFSP-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Madhan Raj
Sprint-1	Registration	VLGFSP-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Abinav Gowtham
Sprint-1	Registration	VLGFSP-3	As a user, I can register for the application through Facebook	2	Low	Anna Malai
Sprint-1	Registration	VLGFSP-4	As a user, I can register for the application through Gmail	2	Medium	Jeyanth
Sprint-1	Login	VLGFSP-6	As a user, I can log into the application by entering email & password	1	High	Madhan Raj
Sprint-2	Dataset Collect	VLGFSP -11	Collect number of datasets and get accuracy	2	Medium	Abinav Gowtham
Sprint-2	Pre-processing	VLGFSP -12	The dataset is extracted	2	High	Anna Malai
Sprint-2	Train the model	VLGFSP -13	Train the model	4	High	Jeyanth

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2	Test The Model	VLGFSP-14	Test the model	6	High	Madhan Raj
Sprint-3	Detection	VLGFSP-15	Load the trained model	3	High	Abinav Gowtham
Sprint-3	Detection	VLGFSP-16	Identify the person by collecting real-time data through a webcam	5	Low	Anna Malai
Sprint-3	Detection	VLGFSP-16	Classify it by using a trained model to predict the output	8	Medium	Jeyanth
Sprint-4	Detection	VLGFSP-17	If person is drowning, the system will ring an alarm to give signal	7	High	Madhan Raj
Sprint-4	Detection	VLGFSP -18	As a User,I can detect the drowning person	3	Medium	Abinav Gowtham
Sprint-4	Logout	VLGFSP -19	As a User,I can logout the application	2	High	Anna Malai

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	8	6 Days	24 Oct 2022	29 Oct 2022	6	29 Oct 2022
Sprint-2	14	6 Days	31 Oct 2022	05 Nov 2022	12	05 Nov 2022
Sprint-3	16	6 Days	07 Nov 2022	12 Nov 2022	11	12 Nov 2022
Sprint-4	12	6 Days	14 Nov 2022	19 Nov 2022	12	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)

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

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

For Sprint-2 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 14 / 6 = 2.3V

For Sprint-3 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 16 / 6 = 2.6V

For Sprint-4 the Average Velocity (AV) is: AV = Sprint Duration / 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.