# Project Planning Phase

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

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| --- | --- |
| Date | 02 November 2022 |
| Team ID | PNT2022TMID39599 |
| Project Name | Early Detection of Chronic Kidney Disease using Machine Learning |
| Maximum Marks | 8 Marks |

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

Use the below template to create product backlog and sprint schedule

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| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-1 | Data Collection | USN-1 | Collect the appropriate dataset for predicting  the chronic kidney disease. | 10 | High | Santhanarajan.KPradeep.S  Sanjai.P |
| Sprint-1 |  | USN-2 | Splitting the dataset as train and test datasets. | 7 | Medium | Barath kumar.S  Saravanan.R |
| Sprint-2 | Model Building | USN-3 | Splitting the Model into Training and Testing from the overall dataset. | 10 | High | Santhanarajan.KSaravanan.R  Sanjai.P |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Sprint-2 |  | | USN-4 | Calculate the blood pressure and sugar level of patients to predict the chronic kidney disease  spread of patients. | 7 | Medium | Barath kumar.S  Pradeep.S |
| Sprint-3 | Training and Testing | | USN-5 | Train the Model using Regression algorithm  and Testing the Performance of the model. | 10 | High | Santhanarajan.KSaravanan.R  Barath kumar.S |
| **Sprint** | **Functional Requirement (Epic)** | | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-4 | Implementation the Application | of | USN-6 | Predict the spread of chronic kidney disease and to predict the possibility of kidney failure | 10 | High | Santhanarajan.KBarath kumar.S |
| Sprint-4 |  | | USN-7 | Deploy the Model on IBM Cloud. | 7 | Medium | Barath kumar.S  Pradeep.S |

## Project Tracker, Velocity & Burndown Chart: (4 Marks)

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Total Points** | **Story** | **Duration** | **Sprint Start Date** | **Sprint**  **End (Planned)** | **Date** | **Story**  **Points Completed (as on Planned End Date)** | **Sprint**  **Release (Actual)** | **Date** |
| Sprint-1 | 10 | | 6 Days | 24 Oct 2022 | 29 Oct 2022 | | 8 | 29 Oct 2022 | |
| Sprint-2 | 10 | | 6 Days | 31 Oct 2022 | 05 Nov 2022 | | 7 | 05 Nov 2022 | |
| Sprint-3 | 10 | | 6 Days | 07 Nov 2022 | 12 Nov 2022 | | 8 | 12 Nov 2022 | |
| Sprint-4 | 10 | | 6 Days | 14 Nov 2022 | 19 Nov 2022 | | 7 | 19 Nov 2022 | |

**Velocity:**

Imagine we have a 6 -day sprint duration, and the velocity of the team is 10 (points per sprint). Let’s calculate the team’s average velocity (AV) per iteration unit (story points per day).

Sprint duration

AV = -------------------- = 8/10=0.8

Velocity

## 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](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum.](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/) However, burn down charts can be applied to any project containing measurable progress over time.

