Project Planning Phase

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

Date	22 October 2022
Team ID	PNT2022TMID25331
Project Name	Classification Of Arrhythmia By Using Deep Learning With 2-D ECG Spectral
	Image Representation
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 Bassisses and (Enia)	User	User Story / Task	Story	Priority	Team Members
	Requirement (Epic)	Story Number		Points		
Sprint-1	Download The	USN-1	We can download the Dataset contains	1	Low	GiftsonDaniel.B
	Dataset		Six classes			Manikandan.M
Sprint-1	Import The	USN-2	We can import ImageDataGenerator	1	Low	GiftsonDaniel.B
	ImageDataGenerator					Manikandan.M
	Library					
Sprint-1	Configure	USN-3	We can configure the	1	Low	Mohamed Ashik .A
	ImageDataGenerator		ImageDataGenerator class			Immanuvel .B
	class					Manikandan .M
Sprint-2	Apply the	USN-4	We can apply ImageDataGenerator to	2	Medium	Immanuvel.B
	ImageDataGenerator		train dataset			Giftson Daniel .B

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
	functionality to Trainset and Dataset					GiftsonDaniel.B
Sprint-1	Import Libraries	USN-5	We can import required Libraries	1	Low	GiftsonDaniel.B
Sprint-1	Initialize the Model	USN-6	Initializing the Image recognition model	2	Medium	Mohamed Ashik .A GiftsonDaniel.B
Sprint-4	Adding CNN layer	USN-7	We can add Convolutional Neural Network(CNN) used for image/object recognition and classification	4	High	Mohamed Ashik .A Manikandan .M
Sprint-4	Adding Dense Layer	USN-8	We can add Dense Layer in which each neuron receives input from all the neurons of previous layer	4	High	Mohamed Ashik .A Immanuvel .B Manikandan .M
Sprint-4	Configure The Learning Process	USN-9	We can configure The Learning process which is a method, mathematical logic or algorithm that improves the network's performance and/or training time.	4	High	Mohamed Ashik .A Immanuvel .B Giftson Daniel .B Manikandan .M
Sprint-3	Train the Model	USN-10	We can train our model with our image dataset. fit_generator functions used to train a deep learning neural network	3	High	Mohamed Ashik .A Manikandan .M
Sprint-1	Save the Model	USN-11	We can save The model with .h5 extension	2	Medium	Giftson Daniel .B Manikandan .M
Sprint-2	Test the model	USN-12	We can Test the model through Loaded necessary libraries, the saved model	2	Medium	Mohamed Ashik .A Giftson Daniel.B

Sprint	Functional	User	User Story / Task	Story	Priority	Team Members
	Requirement (Epic)	Story		Points		
		Number				
Sprint-3	Create Html files	USN-13	We use HTML to create the front end	3	High	Mohamed Ashik .A
			part of the web page.			Immanuvel .B
Sprint-4	Build Python code	USN-14	We build the flask file 'app.py' which is	4	High	GiftsonDaniel.B
			a web framework written in python for			Manikandan .M
			server-side scripting.			
Sprint-1	Run the App	USN-15	We can run the App	2	Medium	Mohamed Ashik . A
						Manikandan .M
Sprint-2	Register IBM Cloud	USN-16	We can register IBM Cloud	2	Medium	Immanuvel .B
						Manikandan .M
Sprint-3	Train the model on	USN-17	We can Train Out model on IBM	3	High	Mohamed Ashik .A
	IBM					Manikandan .M

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	5 Days	24 Oct 2022	28 Oct 2022	20	28 Oct 2022
Sprint-2	20	5 Days	30 Oct 2022	04 Nov 2022	20	04 Nov 2022
Sprint-3	20	5 Days	06 Nov 2022	11 Nov 2022	20	11 Nov 2022
Sprint-4	20	5 Days	13 Nov 2022	18 Nov 2022	20	18 Nov 2022

Velocity:

To calculate the team's average velocity (AV) per iteration unit

$$Av = \frac{Velocity}{Sprint duration}$$

Where,

Average Velocity - Story points per day

Sprint duration - Number of days (Duration) for Sprints

Velocity - Points per Sprint

$$Av = \frac{20}{5} = 5$$

Average Velocity is 4 points per Sprint

Burndown Chart:

A burndown 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.

Burndown Chart

