

## Project Planning Phase

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

|               |   |
|---------------|---|
| Date          | 18 October 2022   |
| Team ID       | PNT2022TMID07118  |
| Project Name  | Project - A Gesture-based Tool for Sterile Browsing of Radiology Images |
| 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 | Data collection, Model Building (Training and Testing the model) | USN-1             | Collect the hand gesture data set. Import the required libraries. Compile the model, train and save the model and test the model. | 2            | High     | Sivaranjani M, Surikutchi Vaishnavi                                    |
| Sprint-1 | Downloading Flask  | USN-2             | Download flask to develop a web application   | 1            | High     | Sivaranjani M, Rithik R, Surikutchi Vaishnavi, Viyanney Maria Joseph H |
| Sprint-1 | Registration   | USN-3             | To register for the application by entering the email, password, and confirming my password.                                      | 2            | High     | Rithik R, Viyanney Maria Joseph H                                      |
| Sprint-1 | Login  | USN-4             | To create a login for the application by entering email & password  | 2            | High     | Rithik R, Viyanney Maria Joseph H                                      |
| Sprint-2 | About  | USN-5             | I can click on the "About" to get the idea on Gesture based tool for sterile browsing of radiology images                         | 2            | Low      | Sivaranjani M, Surikutchi Vaishnavi                                    |
| Sprint-2 | Launch   | USN-6             | To create launch function which allows us to upload our images  | 3            | High     | Rithik R, Viyanney Maria Joseph H                                      |
| Sprint-3 | Predict  | USN-7             | Create functions to predict the images  | 3            | High     | Sivaranjani M, Surikutchi Vaishnavi                                    |
| Sprint-4 | Deployment   | USN-8             | To deploy the project in IBM cloud  | 3            | High     | Rithik R, Viyanney Maria Joseph H                                      |

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

| <b>Sprint</b> | <b>Total Story Points</b> | <b>Duration</b> | <b>Sprint Start Date</b> | <b>Sprint End Date (Planned)</b> | <b>Story Points Completed (as on Planned End Date)</b> | <b>Sprint Release Date (Actual)</b> |
|---------------|---------------------------|-----------------|--------------------------|----------------------------------|--|-------------------------------------|
| Sprint-1      | 7                         | 6 Days          | 24 Oct 2022              | 29 Oct 2022                      | 7  | 29 Oct 2022                         |
| Sprint-2      | 5                         | 6 Days          | 31 Oct 2022              | 05 Nov 2022                      | 5  | 31 Oct 2022                         |
| Sprint-3      | 3                         | 6 Days          | 07 Nov 2022              | 12 Nov 2022                      | 3  | 07 Nov 2022                         |
| Sprint-4      | 3                         | 6 Days          | 14 Nov 2022              | 19 Nov 2022                      | 3  | 14 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)

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

$$AV = 18/6 = 3$$

### **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.

<https://www.visual-paradigm.com/scrum/scrum-burndown-chart/>

<https://www.atlassian.com/agile/tutorials/burndown-charts>

### **Reference:**

<https://www.atlassian.com/agile/project-management>

<https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software>

<https://www.atlassian.com/agile/tutorials/epics>

<https://www.atlassian.com/agile/tutorials/sprints>

<https://www.atlassian.com/agile/project-management/estimation>

<https://www.atlassian.com/agile/tutorials/burndown-charts>