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

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|---|---|
| Date | 20 November 2022 |
| Team ID | PNT2022TMID16684 |
| Project Name | Project – WEB PHISHING DETECTION |
| 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 | Home page | USN-1 | I can look through the homepage's functional resources as a user. | 10 | Low | Elayabharathi, Harish |
| Sprint-1 | | USN-2 | As a user, I can get knowledge of the various aspects of web phishing and become informed about scams. | 5 | High | Harish, Hariprasath |
| Sprint-2 | Final page | USN-3 | I can use the end page's resources to learn more about how it works as a user. | 15 | Low | Elayabharathi, Harish, Deepan |
| Sprint-3 | Prediction | USN-4 | As a user, I can quickly guess the URL to determine whether a website is trustworthy or not. | 10 | High | Elayabharathi, Harish, Hariprasath, Deepan |
| | Dashboard | | | | | |
| Sprint-4 | Chat | USN-5 | As a user, I can provide feedback or contact the administrator for assistance. | 10 | High | Elayabharathi, Hariprasath, Harish |
| Sprint-1 | Homepage | USN-6 | As administrators we can create user interfaces and maintain the functionality of the website. | 5 | High | Hariprasath, Deepan |
| Sprint-2 | Final page | USN-7 | To make a website more user-friendly, we as administrators can reduce its complexity. | 5 | Medium | Elayabharathi, Harish |
| Sprint-3 | Prediction | USN-8 | As a administrator, you can utilise a variety of ML classifier models to do precise research for URL detection. | 10 | High | Elayabharathi, Harish, Hariprasath, Deepan |
| | Dashboard | | | | | |
| Sprint-4 | | USN-9 | We can respond to the user feedback for website enhancement as admins. | 10 | Medium | Deepan, Elayabharathi |

## 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 | 6 Days | 24 Oct 2022 | 29 Oct 2022 | 20 | 29 Oct 2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 20 | 05 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 20 | 12 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 20 | 12 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)
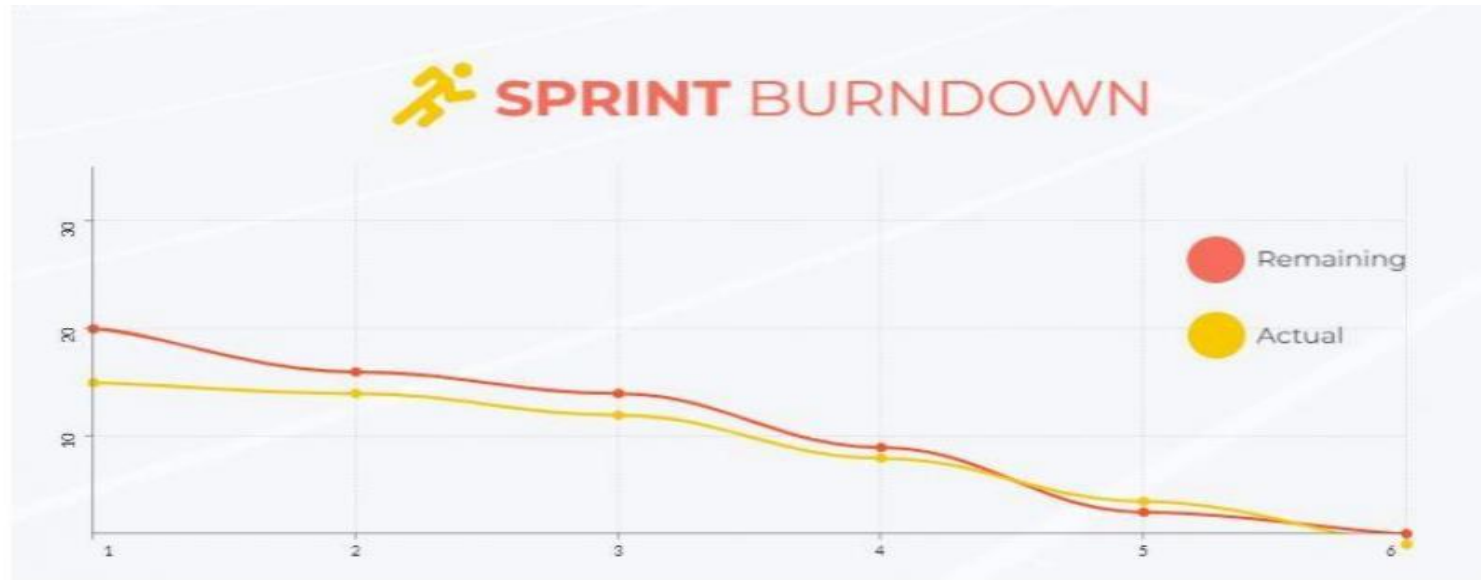
$$AV = \frac{sprint\ duration}{velocity} = \frac{20}{10} = 2$$

We have a 6-day sprint duration, and the velocity of the team is 20 (points per sprint). So our team's average velocity (AV) per iteration unit (story points per day)

**AV = (Sprint Duration / Velocity) = 20/6 =3.33**

**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.

**REFERENCES:**

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

https://www.visme.co/templates/charts/sprint-burndown-chart-1425285230/