

Project Planning Phase

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

Date	14 November 2022
Team ID	PNT2022TMID52881
Project Name	Car Resale Value Prediction
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	Pre- process the data	USN-1	Collect and download the Dataset	2	High	Abitha Brindha
Sprint-1		USN-2	Import required libraries	1	High	Nandana Lokesh
Sprint-1		USN-3	Read and clean the dataset	2	Low	Abitha
Sprint-2	Model Building	USN-1	Split the data into independent and dependent variables	2	Medium	Brindha

Sprint-2		USN-2	Build regression model	1	High	Nandana Lokesh
Sprint-3	Application Building	USN-1	Build python application	2	Medium	Abitha
Sprint-3		USN-2	Test the application model	3	High	Brindha Nandana Lokesh
Sprint-4	Train the model	USN-1	Train the model	3	High	Abitha Brindha Nandana Lokesh

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	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)

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

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.



