**Project Planning Phase**

**Project Planning Template (Sprint Delivery Planning)**

|  |  |
| --- | --- |
| Date | 02 November 2022 |
| Team ID | PNT2022TMID27379 |
| Project Name | Project – Machine Learning based Vehicle Performance Analyzer |
| 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 | USN-1 | Download the dataset. | 20 | Medium | 1 |
| Sprint-1 | Data Pre-processing | USN-2 | Import libraries and read the dataset | 4 | Medium | 1 |
| Sprint-1 |  | USN-3 | Handle the missing value and label the encoding | 4 | Medium | 1 |
| Sprint-2 | Model Training and Checking for Effeicient Method | USN-4 | Split the dataset into train and test data | 2 | High | 1 |
| Sprint-2 |  | USN-5 | Training the model using random for aggression | 2 | High | 1 |
| Sprint-3 | Model Building and developing in IBM cloud | USN-6 | Train the datasets to run smoothly and see an incremental improvement in the prediction rate for the available Machine Learning algorithms. | 5 | Low | 1 |
| Sprint-3 |  | USN-7 | Build The Model With The Decision Tree Algorithm | 6 | Low | 2 |
| Sprint-4 | Application Building | USN-8 | Build Python Code | 5 | Medium | 1,2,3,4 |
| Sprint-4 |  | USN-9 | Output | 5 | Medium | 1,2,3,4 |

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

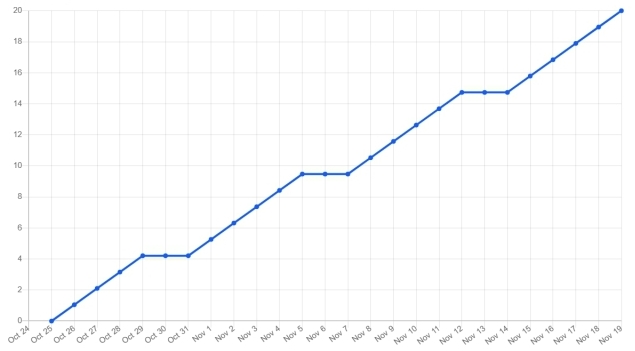
| **Sprint** | **Total Story Points** | **Duration** | **Sprint Start Date** | **Sprint End Date (Planned)** | **Story Points Completed (as on Planned End Date)** | **Sprint Release Date (Actual)** |
| --- | --- | --- | --- | --- | --- | --- |
| Sprint-1 | 20 | 6 Days | 24 Oct 2022 | 29 Oct 2022 | 20 | 29 Oct 2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 20 | 06 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 20 | 14 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 20 | 20 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= Sprint Duration/Velocity = 20/6 = 3.33 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.

[**https://www.visual-paradigm.com/scrum/scrum-burndown-chart/**](https://www.visual-paradigm.com/scrum/scrum-burndown-chart/)

[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)

**Reference:**

[**https://www.atlassian.com/agile/project-management**](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/how-to-do-scrum-with-jira-software)

[**https://www.atlassian.com/agile/tutorials/epics**](https://www.atlassian.com/agile/tutorials/epics)

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[**https://www.atlassian.com/agile/project-management/estimation**](https://www.atlassian.com/agile/project-management/estimation)

[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)