

Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID27240
Project Name	Project - AI - based localization and classification of skin disease with erythema.
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	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	3	High	G.Charan Teja
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application.	2	Medium	Dharani Vishal.
Sprint-2		USN-3	As a user, I can register for the application through Mobile number.	3	High	Jerlin T D. Kishore R.
Sprint-2		USN-4	As a user, I will receive a conformation SMS.	3	High	G. Charan Teja.

Sprint-2	Login	USN-5	As a user, I can log into the application by entering login credentials.	1	High	Jerlin T D. Dharani Vishal.
Sprint-3	Dashboard	USN-6	As a user, I can upload my images and get my details of skin diseases.	3	High	G. Charan Teja. Kishore R.

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Logout	USN-7	As a user, I can logout successfully.	2	Medium	G.Charan Teja. Dharani Vishal.
Sprint-4	Feedback	USN-8	As a customer care executive, I can be able to interact with all the customer and get their feedback which is used to enhance the scope of the project.	2	Medium	G. Charan Teja. Jerlin T D.
Sprint-3	Image processing, Localization.	USN-9	The uploaded image is preprocessed and fed into the trained YOLO model.	3	High	G. Charan Teja. Dharani Vishal. Kishore R.
Sprint-4	Classification and prediction.	USN-10	The YOLO model classify and predict the type of disease and the area affected.	3	High	G. Charan Teja. Dharani Vishal. Jerlin T d. Kishore R.

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)

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

Average Velocity = Story Points per Day Sprint Duration = Number of (Duration) days per

Sprint Velocity = Points per Sprint

$$AV = 20 / 6 = 4$$

Therefore, the AVERAGE VELOCITY IS 4 POINTS PER SPRINT.

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.

