

Project Planning Phase

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

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|---------------|--|
| Date | 22 October 2022 |
| Team ID | PNT2022TMID17719 |
| Project Name | Project - Emerging Methods for Early Detection of Forest Fires |
| 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 | Image Processing | USN-1 | Processing the image to find the fire is detected or not. | 10 | Medium | Abirami Bharatha Sree Navenaa Aisweryaa |
| Sprint-1 | | USN-2 | The output would have to give high accuracy. | 20 | High | Abirami Bharatha Sree Navenaa Aisweryaa |
| Sprint-2 | Video Processing | USN-3 | The drone videos will be split into frames to detect the fire. | 30 | High | Abirami Bharatha Sree Navenaa Aisweryaa |
| Sprint-3 | Alerting | USN-4 | After the fire is detected the alert message have to be sent . | 20 | High | Abirami Bharatha Sree Navenaa Aisweryaa |
| Sprint-4 | Location tracking | USN-5 | The exact location of the drone will be predicted and sent along with the alert message. | 20 | High | Abirami Bharatha Sree Navenaa Aisweryaa |

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 | 30 | 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)

$$\text{AV} = \text{Sprint duration} / \text{Velocity} \\ = 20 / 6 = 3$$

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.

Burndown Chart

