Project Planning Phase

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

Date	29 October 2022
Team ID	PNT2022TMID07206
Project Name	Project – Web Phishing Detection
Maximum Marks	8 Marks

Product Backlog, Sprint Schedule and Estimation (4 Marks)

Product backlog and sprint schedule:

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Homepage	USN-1	As a user, I can explore the resources of thehomepage for the functioning	10	Low	Hari prathap, Arivuselvam
Sprint-1	Url detection	USN-2	As a user, I can learn about the various sides ofthe web phishing and be aware of the scams	5	High	Nandhakumar, Sanjay
Sprint-2	Final page	USN-3	As a user, I can explore the resources of thefinal page for the functioning	15	Low	Hari prathap, Arivuselvam
Sprint-3	Prediction	USN-4	As a user, I can predict the URL easily for detecting whether the website is legitimate ornot	10	High	Hari prathap, Arivuselvam Nandhakumar, Sanjay
Sprint-4	Chat	USN-5	As a user, I can share the experience or contactt he admin for the support	10	High	Hari prathap, Arivuselvam Nandhakumar, Sanjay
Sprint-1	Homepage	USN-6	As a admin, we can design interface andm aintain the functioning of the website	5	High	Hari prathap, Arivuselvam Nandhakumar, Sanjay
Sprint-2	Final page	USN-7	As a admin, we can design the complexity oft he website for making it user-friendly	5	Medium	Hari prathap, Arivuselvam Nandhakumar, Sanjay
Sprint-3	Prediction	USN-8	As a admin, we can use various ML classifier model for the accurate result for the detection ofURL	10	High	Hari prathap, Arivuselvam Nandhakumar, Sanjay
Sprint-4	The final step	USN-9	As a admin, we can response to the usermessage for improvement of the website	10	Medium	Hari prathap, Arivuselvam Nandhakumar, Sanjay

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)

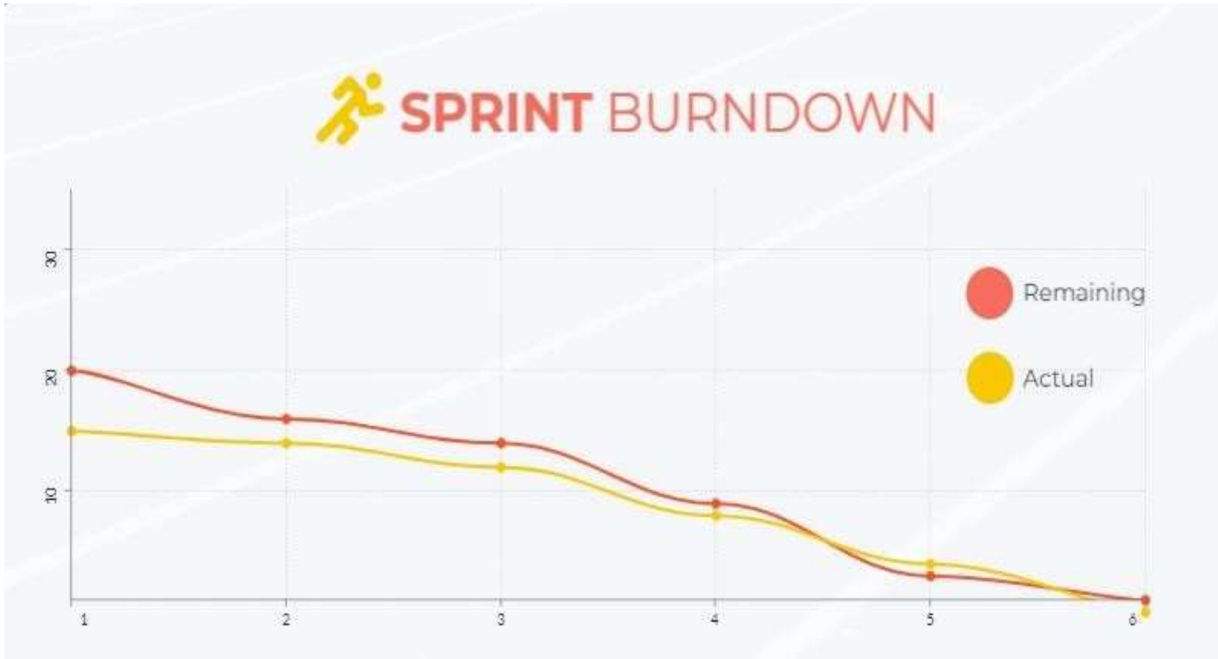
$$AV = \frac{sprint\ duration}{velocity} = \frac{20}{10} = 2$$

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 (storypoints 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.



Reference:
https://www.visual-paradigm.com/scrum/scrum-burndown-chart/
https://www.visme.co/templates/charts/sprint-burndown-chart-1425285230/

Reference:

https://www.atlassian.com/agile/project-management

https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software

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https://www.atlassian.com/agile/tutorials/burndown-charts