Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID32768
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 the homepage for the functioning	10	Low	Mohamed Musaraf , RamKumar
Sprint-1		USN-2	As a user, I can learn about the various sides of the web phishing and be aware of the scams	5	High	Srinivasan , Prasanna venkatesh
Sprint-2	Final page	USN-3	As a user, I can explore the resources of the final page for the functioning	15	Low	Mohamed Musaraf , RamKumar
Sprint-3	Prediction	USN-4	As a user, I can predict the URL easily for detecting whether the website is legitimate or not	10	High	Srinivasan , Prasanna venkatesh , RamKumar
	Dashboard					
Sprint-4	Chat	USN-5	As a user, I can share the experience or contact the admin for the support	10	High	Mohamed Musaraf , RamKumar, Srinivasan
Sprint-1	Homepage	USN-6	As a admin, we can design interface and maintain the functioning of the website	5	High	Prasanna venkatesh, Mohamed Musaraf

Sprint-2	Final page	USN-7	As a admin, we can design the complexity of the website for making it user-friendly	5	Medium	RamKumar, Srinivasan
Sprint-3	Prediction	USN-8	As a admin, we can use various ML classifier model for the accurate result for the detection of URL	10	High	Srinivasan , Prasanna venkatesh , Mohamed Musaraf
	Dashboard					
Sprint-4		USN-9	As a admin, we can response to the user message for improvement of the website	10	Medium	Mohamed Musaraf, Srinivasan

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)

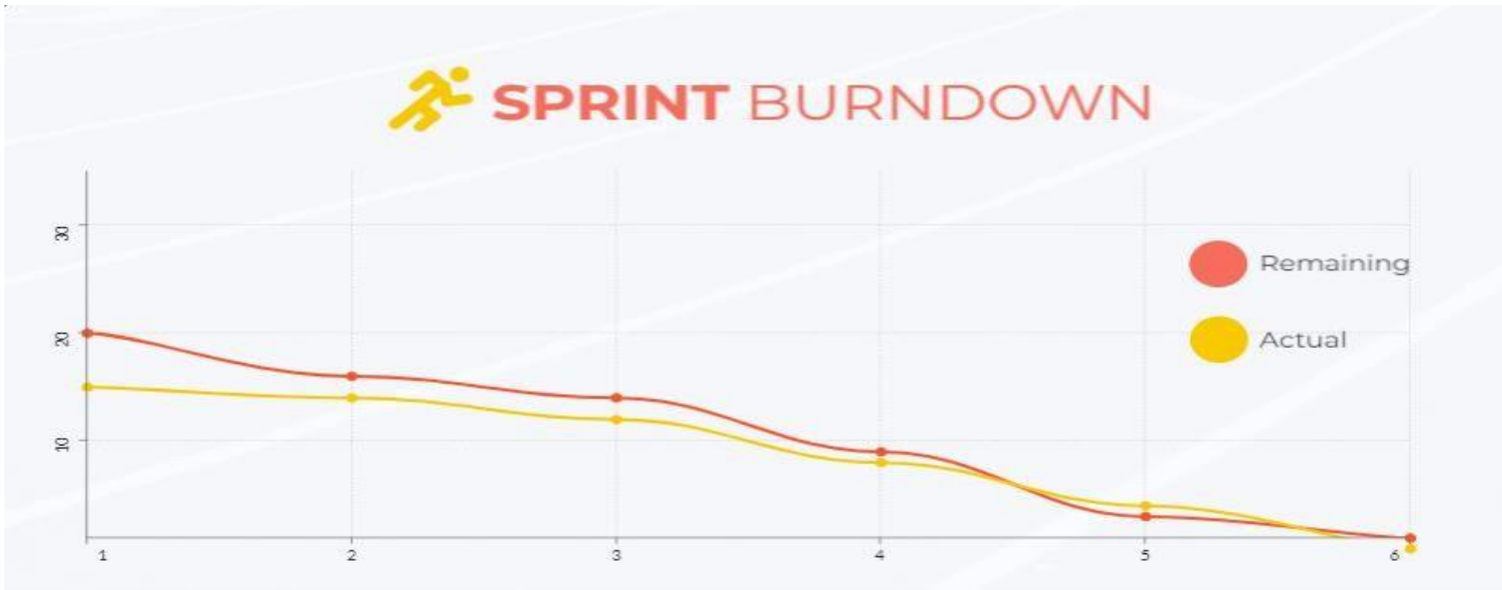
$$AV = \frac{sprint\ duration}{velocity} = \frac{20}{10} = 2$$

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 (story points 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/