Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID15890
Project Name	Project – Web Phishing Detection
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	Dataset Collection	USN-1	Dataset is used to train and test the model is to be collected.	1	Medium	Sathish S, Tharun M V
Sprint-1	Dataset Processing	USN-2	Dataset collected should be pre-processed. Only then it can be used by the model	1	Low	Sathish S, Tharun M V
Sprint-2	Website Implementation	USN-3	Website that acts as an interface between the model and the user which is the front-end is to be created.	1	High	Vasanthazhagan R A, Shriniwaaz K G
Sprint-3	Building the model	USN-4	The Model is to be build	2	High	Vasanthazhagan R A, Shriniwaaz K G
Sprint-3	Training and Testing the model	USN-5	Built model should be trained and tested with the dataset	2	High	Vasanthazhagan R A, Shriniwaaz K G
Sprint-4	Deployment in Cloud	USN-6	To make cloud access and prediction of website	1	High	Sathish S, Tharun M V

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)

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

$AV_1 = 20/6 = 3.34$

$AV_2 = 20/6 = 3.34$

$AV_3 = 20/6 = 3.34$

$AV_4 = 20/6 = 3.34$

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.