

## Project Planning Phase

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

Date	22 October 2022
Team ID	PNT2022TMID03746
Project Name	EMERGING METHODS FOR EARLY DETECTION OF FOREST FIRES
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-2	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	3	Medium	Shruti S, Nishanthini V, Sreeram B.
Sprint-2		USN-2	As a user, I will receive confirmation email once I have registered for the application	2	Low	Shruti S, Nishanthini V, Sreeram B.
Sprint-3		USN-3	As a user, I can register for the application through Facebook	2	Low	Monisha M, Reenasree S, Sreeram B.
Sprint-3		USN-4	As a user, I can register for the application through Gmail	3	Medium	Monisha M, Reenasree S, Sreeram B.
Sprint-2	Login	USN-5	As a user, I can log into the application by entering email & password	3	Medium	Monisha M, Reenasree S, Sreeram B.
Sprint -1	Dataset	USN-6	The dataset is collected and pre-processed and split for training and testing.	5	High	Shruti S, Monisha M, Nishanthini V, Reenasree S, Sreeram B.
Sprint -1		USN-7	The model is created and trained using test and train dataset.	5	High	Shruti S, Monisha M,

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
						Nishanthini V, Reenasree S, Sreeram B.
Sprint -1	Detection	USN-8	As a user, I am able to view accurate detection of forest fire in order to combat it	5	High	Shruti S, Monisha M, Nishanthini V, Reenasree S, Sreeram B.
Sprint-1	Alert	USN-9	The user is notified when forest fire is detected.	5	High	Shruti S, Monisha M, Nishanthini V, Reenasree S, Sreeram B.
Sprint-2		USN-10	An alarm is activated when forest fire is detected and all concerned authorities are notified.	10	High	Shruti S, Nishanthini V, Sreeram B.
Sprint-2	Video processing	USN-11	Real time video is used and converted to frames for detection of forest fire.	5	High	Shruti S, Nishanthini V, Sreeram B.
Sprint-3	Chat bot	USN-12	Chatbot is present to help users with queries	5	Medium	Monisha M, Reenasree S, Sreeram B.
Sprint-3	Cloud	USN-13	The application is deployed through cloud	10	High	Monisha M, Reenasree S, Sreeram B.
Sprint-4	Dashboard	USN-14	As a user the dashboard is quick and easy to navigate.	5	High	Shruti S, Monisha M, Nishanthini V, Reenasree S, Sreeram B.
Sprint-4	Testing	USN-15	The system is thoroughly tested and unit testing ,integration testing and system testing is performed	10	High	Shruti S, Monisha M, Nishanthini V, Reenasree S, Sreeram B.
Sprint-4	Visualisation	USN-16	The output is shown through simple visualisation	5	Medium	Shruti S, Monisha M, Nishanthini V, Reenasree S, Sreeram B.

**Project Tracker, Velocity & Burndown Chart: (4 Marks)**

<b>Sprint</b>	<b>Total Story Points</b>	<b>Duration</b>	<b>Sprint Start Date</b>	<b>Sprint End Date (Planned)</b>	<b>Story Points Completed (as on Planned End Date)</b>	<b>Sprint Release Date (Actual)</b>
Sprint-1	20	6 Days	24 Oct 2022	29 Oct 2022	20	30 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)

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

In our project phase, we have a 6 - 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)

$$AV = \text{Sprint Duration/velocity} = 20/6 = 3.3$$

### 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.



