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

| Date         | 25 October 2022  |
|--------------|--|
| Team ID      | PNT2022TMID18332   |
| Project Name | AI Powered Nutrition analyzer for Fitness<br>Enthusiastics |

## **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<br>Number | User Story / Task                       | Story<br>Points | Priority | Team Members      |
|----------|-------------------------------|----------------------|---|-----------------|----------|-------------------|
| Sprint-1 | Data Collection               | USN-1                | Download Food Nutrition Dataset         | 2               | Medium   | HARSHAVARDHINEE P |
| Sprint-1 | Data Preprocessing            | USN-2                | Importing The Dataset into Workspace    | 1               | Low      | ARUNKUMAR S       |
| Sprint-1 |                               | USN-3                | Handling Missing Data                   | 3               | Medium   | AAKASH K          |
| Sprint-1 |                               | USN-4                | Feature Scaling                         | 3               | Low      | ABISHEK A C       |
| Sprint-1 |                               | USN-5                | Data Visualization                      | 3               | Medium   | ARUNKUMAR S       |
| Sprint-1 |                               | USN-6                | Splitting Data into Train and Test      | 4               | High     | HARSHAVARDHINEE P |
| Sprint-1 |                               | USN-7                | Creating A Dataset with Sliding Windows | 4               | High     | AAKASH K          |
| Sprint-2 | Model Building                | USN-8                | Importing The Model Building Libraries  | 1               | Medium   | ARUNKUMAR S       |
| Sprint-2 |                               | USN-9                | Initializing The Model                  | 1               | Medium   | HARSHAVARDHINEE P |

| Sprint-2 |                                  | USN-10               | Adding LSTM Layers                     | 2               | High     | AAKASH K          |
|----------|----------------------------------|----------------------|--|-----------------|----------|-------------------|
| Sprint-2 |                                  | USN-11               | Adding Output Layers                   | 3               | Medium   | ARUNKUMAR S       |
| Sprint-2 |                                  | USN-12               | Configure The Learning Process         | 4               | High     | ABISHEK A C       |
| Sprint   | Functional<br>Requirement (Epic) | User Story<br>Number | User Story / Task                      | Story<br>Points | Priority | Team Members      |
| Sprint-2 |                                  | USN-13               | Train The Model                        | 2               | Medium   | AAKASH K          |
| Sprint-2 |                                  | USN-14               | Model Evaluation                       | 1               | Medium   | ARUNKUMAR S       |
| Sprint-2 |                                  | USN-15               | Save The Model                         | 2               | Medium   | ABISHEK A C       |
| Sprint-2 |                                  | USN-16               | Test The Model                         | 3               | High     | HARSHAVARDHINEE P |
| Sprint-3 | Application Building             | USN-17               | Create An HTML File                    | 4               | Medium   | ARUNKUMAR S       |
| Sprint-3 |                                  | USN-18               | Build Python Code                      | 4               | High     | ABISHEK A C       |
| Sprint-3 |                                  | USN-19               | Run The App in Local Browser           | 4               | Medium   | ABISHEK A C       |
| Sprint-3 |                                  | USN-20               | Showcasing Prediction On UI            | 4               | High     | ARUNKUMAR S       |
| Sprint-4 | Train The Model On IBM           | USN-21               | Register For IBM Cloud                 | 4               | Medium   | HARSHAVARDHINEE P |
| Sprint-4 |                                  | USN-22               | Train The ML Model On IBM              | 8               | High     | ARUNKUMAR S       |
| Sprint-4 |                                  | USN-23               | Integrate Flask with Scoring End Point | 8               | High     | AAKASH K          |

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

| Sprint   | Total Story<br>Points | Duration | Sprint Start Date | Sprint End Date<br>(Planned) | Story Points<br>Completed (as on<br>Planned End Date) | Sprint Release Date<br>(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  | 03 Nov 2022                     |
| Sprint-3 | 20                    | 6 Days   | 07 Nov 2022       | 12 Nov 2022                  | 20  | 10 Nov 2022                     |
| Sprint-4 | 20                    | 6 Days   | 14 Nov 2022       | 19 Nov 2022                  | 20  | 17 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)

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



#### **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.

