

Project Planning Phase

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

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 | Data Collection | USN-1 | Download Food Nutrition Dataset | 2 | Medium | MADHUMATHI J |
| Sprint-1 | Data Preprocessing | USN-2 | Importing The Dataset into Workspace | 1 | Low | KAVYA YADHAV |
| Sprint-1 | | USN-3 | Handling Missing Data | 3 | Medium | NANDHINI C |
| Sprint-1 | | USN-4 | Feature Scaling | 3 | Low | MADHUMITHA T |
| Sprint-1 | | USN-5 | Data Visualization | 3 | Medium | KAVYA YADHAV |
| Sprint-1 | | USN-6 | Splitting Data into Train and Test | 4 | High | MADHUMATHI J |
| Sprint-1 | | USN-7 | Creating A Dataset with Sliding Windows | 4 | High | NANDHINI C |
| Sprint-2 | Model Building | USN-8 | Importing The Model Building Libraries | 1 | Medium | KAVYA YADHAV |
| Sprint-2 | | USN-9 | Initializing The Model | 1 | Medium | MADHUMATHI J |

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

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 | 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)

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



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.

