



DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING

IBM NALAIYA THIRAN PROJECT

Project Planning Phase

Date	21 October 2022
Team ID	PNT2022TMID03552
Project Name	IoT Based Smart Crop Protection System for Agriculture
Maximum Marks	8 Marks

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

Product Backlog, Sprint Schedule, and Estimation (' Marks)

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points (40)	Priority (Low to High)	Team Members
Sprint-1	Registration	USN-1	As a user, I can register for the required dataset by entering my email, password, and confirming my password.	3	High	Subhash K
Sprint-1		USN-2	As a user, I will receive confirmation email and the SMS once I have registered for the application	2	High	Subhash K
Sprint-2	Cloud services	USN-3	As a user, I can register for the application through Facebook or any social media	1	Low	Sreelatha K
Sprint-4		USN-4	As a user, I can register for the application through Gmail/web service	2	Medium	G Jayasri
Sprint-3	Login	USN-5	As a user, I can log into the application network by entering email & password	4	High	Tejasri V
Sprint-2	Pre processing	USN-6	As a farmer, the user must be able to find the system easy to access so pre-processes and other task must be perfect.	3	High	Sreelatha K
Sprint-1	Collecting Dataset	USN-7	To collect various sources of animal threats and keep developing a dataset.	3	Medium	Subhash K
Sprint-4	Integrating	USN-8	To integrate the available dataset and keep improving the accuracy of finding animals	2	High	G Jayasri
Sprint-3		USN-9	To find and use appropriate compiler to run and test the data so that we can implement our program	1	Low	Tejasri V
Sprint-2		USN-10	Request Saveetha Engineering College to deploy the project in our campus and test	1	Low	Sreelatha K
Sprint-1	Training	USN-11	As programmer, we need to train our data perfectly so that the program runs smoothly	3	High	Subhash K
Sprint-3		USN-12	Train the data using out available services and IBM dataset from server and improve that	2	Medium	Tejasri V
Sprint-4	Coding	USN-13	To modify the code according to our program and improve the efficiency of that code	4	High	G Jayasri
Sprint-2		USN-13	To improve performance	1	Low	Sreelatha K
Sprint-2	Record	USN-5	To record the data and plot the graph to show the characteristics officially	4	High	Sreelatha K
Sprint-1	Planning	USN-4	Plan the programming language and feasibility	3	Medium	Subhash, Jayasri
Sprint-4		USN-14	Demonstrate the working and improve accuracy overall	2	Low	G Jayasri

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	5 Days	20 Oct 2022	24 Oct 2022	20	21 Oct 2022
Sprint-2	20	5 Days	25 Oct 2022	29 Oct 2022	20	27 Oct 2022
Sprint-3	20	5 Days	31 Oct 2022	4 Nov 2022	20	2 Nov 2022
Sprint-4	20	7 Days	5 Nov 2022	11 Nov 2022	20	8 Nov 2022

Velocity:

We have a 23-day sprint duration, and the velocity of the team is 20 (points per sprint).

To Find: Calculate the team's average velocity (AV) per iteration unit (story points per day)

$$AV = \frac{\text{sprint duration}}{\text{velocity}} = \frac{23}{20} = 1.15$$

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.

Project: IoT Based Smart Crop Protection System for Agriculture

