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

Date	02 November 2022
Team ID	PNT2022TMID34890
Project Name	A Novel Method for Handwritten Digit Recognition System
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	Extended dataset	USN-1	The MNIST database (Modified National Institute of Standards and Technology database) is a large database of handwritten digits that is commonly used for training various image processing systems	2	High	Selva ananthi, sharmi
Sprint-1	Data requirement	USN-2	Data: classify them into 10 predefined classes (0-9). Reference data : data that is used as part of the Decision-making approach.	1	High	Subha, Priyanka
Sprint-2	Linear Regression	USN-3	Linear Regression is a machine learning algorithm based on supervised learning. It performs a regression task. Regression models a target prediction value based on independent variables	2	High	Selva ananthi, Priyanka
Sprint-1	Other Requirements	USN-4	IBM cloud login Chrome extension features	2	Medium	Sharmi, Subha
Sprint -1	Hardware requirement	USN-5	2GB RAM(minimum) 100GB HDD(minimum) Intel i3 quad core 1.66GHz processor(minimum)	1	High	Priyanka, sharmi

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	04 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	05 Nov2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	05 Nov2022

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.