

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

<b>Date</b>	<b>30 October 2022</b>
<b>Team ID</b>	<b>PNT2022TMID08601</b>
<b>Project Name</b>	<b>A Gesture - Based Tool for Sterile Browsing of Radiology Ideations Images</b>
<b>Maximum Marks</b>	<b>8 Marks</b>

**Product Backlog, Sprint Schedule, and Estimation: (4 Marks)**

Use the below template to create product backlog and sprint schedule

<b>Sprint</b>	<b>Functional Requirement (Epic)</b>	<b>User Story Number</b>	<b>User Story / Task</b>	<b>Story Points</b>	<b>Priority</b>	<b>Team Members</b>
<b>Sprint-1</b>	<b>Data Collection</b>	USN-1	Download the Dataset	10	High	S. Kathirvel D.Sudhrasan am
<b>Sprint-1</b>		USN-2	Image Pre-processing	10	High	L. Vishnu A.D. Kirthik Vaishnav
<b>Sprint-1</b>		USN-3	Import and Configure the Image Data Generator Library and Class	10	High	S. Kathirvel D.Sudhrasan am
<b>Sprint-1</b>		USN-4	Apply Image Data Generator Functionality to Train-Set and Test-Set	10	High	L. Vishnu A.D. Kirthik Vaishnav

<b>Sprint-2</b>	<b>Model Building</b>	USN-5	Import the Model Building Libraries and Initializing the Model	10	High	S. Kathirvel D.Sudhrasanam L. Vishnu A.D. Kirthik Vaishnav
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Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2		USN-6	Adding CNN Layers and Dense Layers	10	High	S. Kathirvel D.Sudhrasanam L. Vishnu A.D. Kirthik Vaishnav
Sprint-2		USN-7	Configure the Learning Process	10	High	S. Kathirvel D.Sudhrasanam L. Vishnu A.D. Kirthik Vaishnav
Sprint-2		USN-8	Train the Model, Save the Model and Test the Model	10	High	S. Kathirvel D.Sudhrasanam L. Vishnu A.D. Kirthik Vaishnav
Sprint-3	Application Building	USN-9	Create Web Application using HTML, CSS, JavaScript	10	High	S. Kathirvel D.Sudhrasanam L. Vishnu A.D. Kirthik Vaishnav
Sprint-3		USN-10	Build Python code	10	High	S. Kathirvel D.Sudhrasanam L. Vishnu A.D. Kirthik Vaishnav
Sprint-4	Train The Model on IBM	USN-11	Register for IBM Cloud	10	High	S. Kathirvel D.Sudhrasanam L. Vishnu A.D. Kirthik Vaishnav
Sprint-4		USN-12	Train the Model and Test the Model and its Overall Performance	10	High	S. Kathirvel D.Sudhrasanam L. Vishnu A.D. Kirthik Vaishnav

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

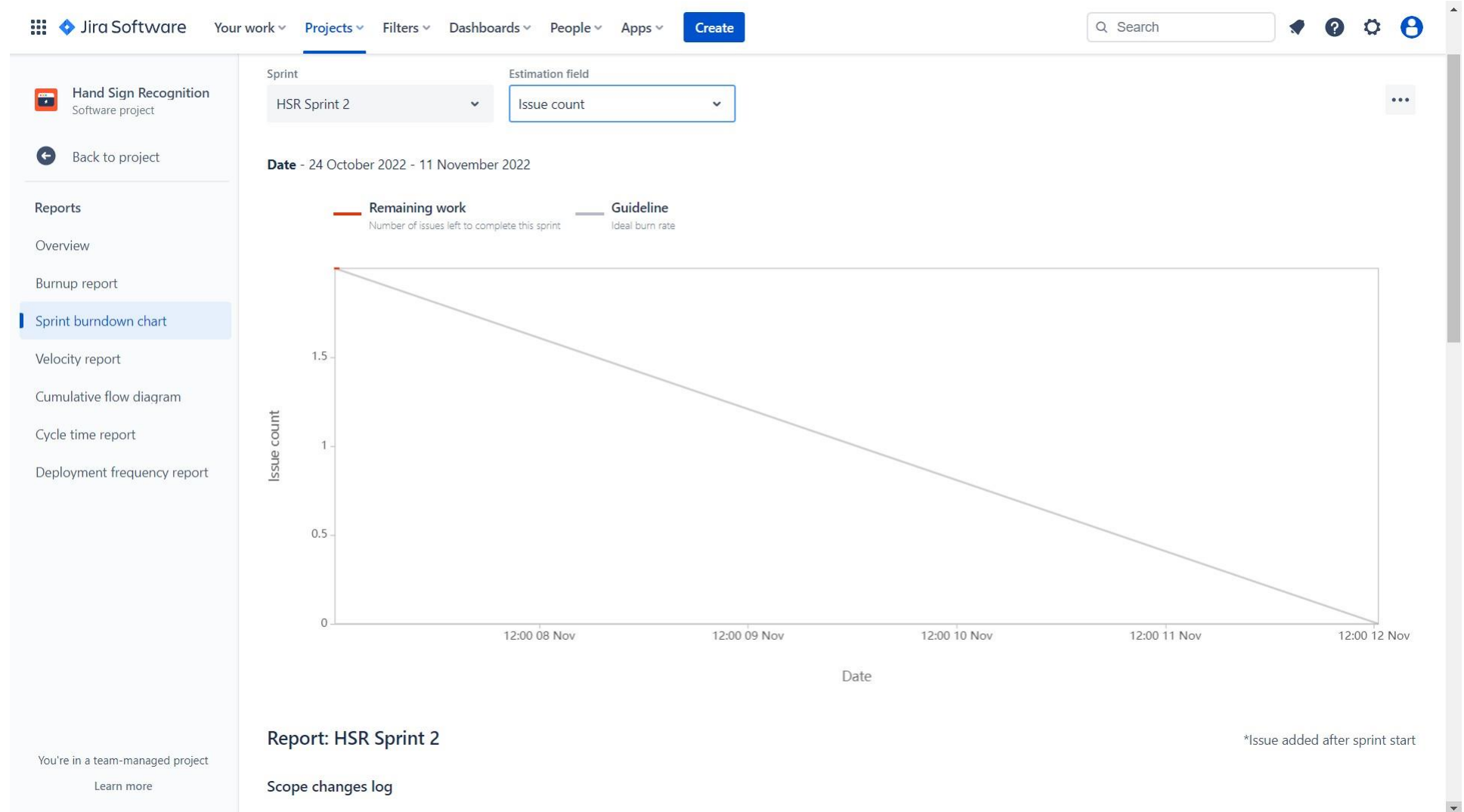
Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
<b>Sprint-1</b>	10	6 Days	25 Oct 2022	30 Oct 2022	10	30 Oct 2022
<b>Sprint-2</b>	10	6 Days	31 Oct 2022	05 Nov 2022	10	05 Nov 2022
<b>Sprint-3</b>	10	6 Days	07 Nov 2022	12 Nov 2022	10	12 Nov 2022
<b>Sprint-4</b>	10	6 Days	14 Nov 2022	19 Nov 2022	10	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)

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

## Burndown Chart:



## Road Map:

