Project Planning Phase
Project Planning Template (Product Backlog, Sprint Planning, Stories, Storypoints)

Date	18October 2022
Team ID	PNT2022TMID44074
Project Name	WEB PHISHING DETECTION
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	Collection of Dataset	USN-1	We have to select or identify a dataset which contains a set of features through which a phishing website can be identified.	2	High	2
Sprint-1		USN-2	We have to download the dataset	1	High	1
Sprint-1	Data Preprocessing	USN-3	In this we will be pre-processing the dataset that is collected.	1	High	1
Sprint-1		USN-4	This includes Handling the null values. Handling the categorical values if any. Normalize the data if required. Identifying the dependent and independent variables. Split the dataset into train and test sets.	3	High	3

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint -2	Model Building	USN-5	Here we have to choose the appropriate algorithm or model .The dataset which we are using is a Classification dataset ,So we are using the following algorithms. Logistic Regression, Random Forest Regression / Classification, Decision Tree Regression Classification, K-Nearest Neighbors, Support Vector Machine	5	High	5
Sprint-3		USN-6	In order to get appropriate predictions, the dataset can be trained with any of the above algorithms.	5	Medium	5
Sprint-3	Application Building	USN-7	Here we have to Building an Application to integrate the model	2	Low	2
Sprint-4		USN-8	Here we will be integrating it to a web application so that normal users can also use it to know if any website is phishing or safe	3	High	3
Sprint-1		USN-9	the user provides any website URL to check and the corresponding parameter values are generated by analysing the URL using which legitimate websites are detected.	2	High	2
Sprint-2	Train the model	USN-10	In this we have to build a Machine Learning Model and deploy it on the IBM Cloud.	5	High	5
Sprint-3		USN-11		3	High	3

| Sprint-4 | | USN-12 | | 3 | High | 5 |

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

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (ason 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	50 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	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'saverage 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 measurableprogress over time.

https://www.visual-paradigm.com/scrum/scrum-burndown-chart/

https://www.atlassian.com/agile/tutorials/burndown-charts

Reference:

https://www.atlassian.com/agile/project-management

https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software

https://www.atlassian.com/agile/tutorials/epics https://www.atlassian.com/agile/tutorials/sprints

https://www.atlassian.com/agile/project-management/estimation

https://www.atlassian.com/agile/tutorials/burndown-charts