

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

Date	25 October 2022
Team ID	PNT2022TMID01200
Project Name	Project – Web Phishing Detection
Maximum Marks	8 Marks

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

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Home page	USN-1	I can look through the homepage's functional resources as a user.	10	Low	Vinisha ,Roshini
Sprint-1		USN-2	As a user, I can get knowledge of the various aspects of web phishing and become informed about scams.	5	High	Saranya,Christie
Sprint-2	Final page	USN-3	I can use the end page's resources to learn more about how it works as a user.	15	Low	Vinisha ,Roshini, Saranya
Sprint-3	Prediction	USN-4	As a user, I can quickly guess the URL to determine whether a website is trustworthy or not.	10	High	Saranya,Christie, Roshini,

Sprint-4	Chat	USN-5	As a user, I can provide feedback or contact the administrator for assistance.	10	High	Vinisha ,Roshini, Saranya,Christie
Sprint-1	Homepage	USN-6	As administrators we can create user interfaces and maintain the functionality of the website.	5	High	Vinisha ,Roshini, Saranya,Christie
Sprint-2	Final page	USN-7	To make a website more userfriendly, we as administrators can reduce its complexity.	5	Medium	Roshini, Saranya,Christie
Sprint-3	Prediction	USN-8	As a administrator, you can utilize a variety of ML classifier models to do precise research for URL detection.	10	High	Saranya,Christie,vinisha,roshini
Sprint-4		USN-9	We can respond to the user feedback for website enhancement as admins.	10	Medium	Vinisha ,Roshini, Saranya

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	25 Oct 2022	30 Oct 2022	20	29 Oct 2022

Sprint-2	20	6 Days	01 Nov 2022	06 Nov 2022	20	05 Nov 2022
Sprint-3	20	6 Days	08 Nov 2022	13 Nov 2022	20	09 Nov 2022
Sprint-4	20	6 Days	15 Nov 2022	19 Nov 2022	20	14 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)

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

We have a 6-day sprint duration, and the velocity of the team is 20 (points per sprint). So our team's average velocity (AV) per iteration unit (story points per day)

$$AV = (\text{Sprint Duration} / \text{Velocity}) = 20/6 = 3.33$$

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.

Sprint burndown

BETA ? ▾

1 point done, 3 points to go

✓ On track

