

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

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

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

<b>Sprint</b>	<b>Total Story Points</b>	<b>Duration</b>	<b>Sprint Start Date</b>	<b>Sprint End Date (Planned)</b>	<b>Story Points Completed (as on Planned End Date)</b>	<b>Sprint Release Date (Actual)</b>
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)

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

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)

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