

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

<b>Date</b>	07 October 2022
<b>Team Leader</b>	Arun Vignesh S
<b>Project Name</b>	Emerging Methods for Early Detection of Forest Fires
<b>Maximum Marks</b>	8 Marks

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

<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>
Sprint-1	Registration	USN-1	As a user, I will be provided with pre-determined user ID and password for that particular forest camp	10	High	ARUN VIGNESH
Sprint-1		USN-2	As a user, I will be provided access to the alert information system	10	medium	
Sprint-2		USN-3	The input video will be converted into frames and image preprocessing will be done	20	Low	GRACY S
Sprint-3	Monitoring	USN-4	Constant monitoring will be enabled for the detection of forest fire	20	Medium	HARINAATH K
Sprint-4	Alert System	USN-5	Once the pattern of fire is detected an alert signal will be enabled and notification will be intimated	20	High	DIWAKAR N R

### 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	07 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	30	07 Oct 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	49	07 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	50	07 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:**

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.

