# **Project Planning Phase**

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

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Date	23 October 2022
Team ID	PNT2022TMID23882
Project Name	Real-Time Communication System Powered By Al For Specially Abled
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	Data Collection	USN-1	Collect Dataset .	8	High	P S Sobhika
						M Subashree
						V Pragathi
Sprint-1		USN-2	Image preprocessing	8	High	P S Sobhika
						M Subashree
						V Pragathi
Sprint-2	Model Testing	USN-3	Import the required libraries, add the necessary layers and compile the model	10	Medium	P S Sobhika
						M Subashree
						V Salukya
Sprint-2		USN-4	Training the image classification model using CNN	10	Medium	P S Sobhika
						M Subashree
						V Salukya
Sprint-2	Training and Testing	USN-5	Training the model and testing the model's performance	9	Medium	P S Sobhika
						M Subashree
						V Salukya

<u>'</u>	Implementation of the	USN-6	Converting the input sign language images into English alphabets	8	High	P S Sobhika
application		English alphabets			M Subashree	
						V Salukya

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	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	05 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 6-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)

$$AV = \frac{sprint\ duration}{velocity}$$

$$AV = 6/10 = 0.6$$

#### **Burndown Chart:**

A burndown 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.

