# PLANNING PHASE
## Sprint Delivery Plan

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

| Date | 7 NOVEMBER2022 |
|---|---|
| Team ID | PNT2022TMID14249 |
| Project Name | A Novel Method for Handwritten Digit  Recognition System |
| 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 | As a user, I can collect the dataset from  various resources with different handwritings. | 10 | Low | ERRAPOTHU SNEHA |
| Sprint-1 | Data Preprocessing | USN-2 | As a user, I can load the dataset, handling  the missing data, scaling and split data into  train and test. | 10 | Medium | APPASAMUDRAM NAGA PRATHIBHA |
| Sprint-2 | Model Building | USN-3 | As a user, I will get an application with ML  model which provides high accuracy of  recognized handwritten digit. | 5 | High | DEGA SUTHANU |
| Sprint-2 | Add CNN layers | USN-4 | Creating the model and adding the input,  hidden, and output layers to it. | 5 | High | DIVYA G |

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|--------|-------------------------------|-------------------|-------------------|--------------|----------|--------------|
| Sprint-2 | Compiling the model | USN-5 | With both the training data defined and model defined, it's time to configure the learning process. | 2 | Medium | HARIHTA S |
| Sprint-2 | Train & test the model | USN-6 | As a user, let us train our model with our image dataset. | 6 | Medium | DIVYA G |
| Sprint-2 | Save the model | USN-7 | As a user, the model is saved & integrated with an android application or web application in order to predict something. | 2 | Low | HARITHA S |
| Sprint-3 | Building UI Application | USN-8 | As a user, I will upload the handwritten digit image to the application by clicking a upload button. | 5 | High | DEGA SUTHANU |
| Sprint-3 | | USN-9 | As a user, I can know the details of the fundamental usage of the application. | 5 | Low | APPASAMUDRA M NAGA PRATHIBHA |
| Sprint-3 | | USN-10 | As a user, I can see the predicted / recognized digits in the application. | 5 | Medium | HARITHA S |
| Sprint-4 | Train the model on IBM | USN-11 | As a user, I train the model on IBM and integrate flask/Django with scoring end point. | 10 | High | DIVYA G |
| Sprint-4 | Cloud Deployment | USN-12 | As a user, I can access the web application and make the use of the product from anywhere. | 10 | High | ERRAPOTHU SNEHA |

| 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)

Average 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.