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

Date	18 October 2022
Team ID	PNT2022TMID10135
Project Name	Project – Web Phishing Detection
Maximum Marks	8 Marks

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

Use the below template to create product backlog and sprint schedule

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	User input	USN-1	As a user, I can input the particular URL in the required field and waiting for validation.	2	High	Kota, Naveen
Sprint-1	Feature extraction	USN-1	Here system can extract feature using heuristic and visual similarity approach	1	High	Kalleda, Rayala Vijay Sagar
Sprint-1	Prediction	USN-1	Here the Model will predict the URL websites using Machine Learning algorithms	2	High	Kalleda, Naveen
Sprint-1	Classifier	USN-1	Here it will send all the model output to classifier in order to produce final result	2	High	Kota, Rayala Vijay Sagar
Sprint-1	Announcement	USN-1	Displays whether website is a legal site or a phishing site.	1	High	Kalleda, Kota
Sprint-2	Bugs	USN-2	As a user, I can report bugs in the application	1	Medium	Naveen, Rayala Vijay Sagar
Sprint-2	Feedback	USN-3	As a user, I can send feedback about the application and opinions for improvement	1	Low	Rayala Vijay Sagar, Naveen
Sprint-3	Tips	USN-4	Here cyber security tips are provided for the Customers/Users	1	Low	Kota, Naveen

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 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)

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