

**Project Planning Phase**  
**Project Planning (Product Backlog, Sprint Planning, Stories, Storypoints)**

Date	14 November 2022
Team ID	PNT2022TMID14539
Project Name	Statistical Machine Learning Approaches to Liver Disease Prediction
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	Dataset reading and Pre-processing	USN-1	Cleaning the dataset and splitting to dependent and independent variables	2	High	R.Kavipriya, S.Vaitheeswari, R.Geetha
Sprint-2	Building the model	USN-2	Choosing the appropriate model for building and saving the model as pickle file	1	High	R.Kavipriya, S.Vaitheeswari, R.Vishnu
Sprint-3	Application building	USN-3	Using flask deploying the ML model	2	Medium	R.Kavipriya, SV.Susmitha, R.Geetha
Sprint-4	Train the model in IBM	USN-4	Finally train the model on IBM cloud and deploy the application	2	Medium	R.Kavipriya, S.Vaitheeswari, R.Vishnu, SV.Susmitha

**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	15	5 Days	24 Oct 2022	29 Oct 2022	15	29 Oct 2022
Sprint-2	15	5 Days	31 Oct 2022	05 Nov 2022	15	05 Nov 2022
Sprint-3	15	5 Days	07 Nov 2022	12 Nov 2022	15	12 Nov 2022
Sprint-4	15	5 Days	14 Nov 2022	19 Nov 2022	15	19 Nov 2022

**Velocity:**

We have a 5-day sprint duration, and the velocity of the team is 15 (points per sprint). The team's average velocity (AV) per iteration unit (story points per day)

$$\text{Actual Velocity} = \text{Sprint Duration} / \text{Velocity} = 15/5 = 3$$

### 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.

