Project Planning Phase

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

Date	5 november 2022
Team ID	PNT2022TMID26267
Project Name	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	Registration	USN-1	As a user, I can register for the application by entering my email,password, and confirming my password.	3	High	Santhosh
Sprint-1		USN-2	As a user, I will receive confirmationemail once I have registered for the application	2	High	Yashwanth
Sprint-1	Login	USN-3	As a user, I can log into the applicationby entering email & password	1	Low	Prajwel
Sprint-2	Dashboard	USN-4	As a user, I can easily navigate through dashboard and I can use the dashboard to get details about app and instruction to use the app	2	Medium	Nandish
Sprint-2	User Interface	USN-5	As a user, UI of second page will bedisplayed	2	Medium	Nandish
Sprint-3	Model Building	USN-6	As a user, I can able to paste the URLto check whether it is phishing or not.	2	High	Prajwel

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-4	Model Testing	USN-7	If the model Predict the URL as Phishing site or not with accuracy rate above 95%.	4	High	Santhosh
Sprint-4	Result	USN-8	As a user, I will get the result that the given URL is a phishing or not.	2	High	Santhosh

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)

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

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.