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

Date	18 October 2022	
Team ID	PNT2022TMID12915	
Project Name	Visualizing And Predicting Heart Diseases with An	
	Interactive Dash Board	
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	Dataset Collection and Pre-Processing	USN-1	Users can enter their data and that data is pre- processed for further visualization	1	High	All 4
Sprint-2	Model Training	USN-2	A machine learning model is generated for the inputs using Random Forest Classifier	2	High	All 4
Sprint-3	Performance Testing	USN-3	Various performance metrics are generated for the trained model	1	High	All 4
Sprint-4	Dashboard	USN-4	A dashboard with various visualizations is produced	2	High	All 4

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).

Average Velocity = sprint duration/velocity = 6/20 = 0.33

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.

Day	Planned	Actual
Day 1	85	90
Day 2	70	75
Day 3	55	65
Day 4	35	45
Day 5	15	30
Day 6	0	0

