# PROJECT PLANNING PHASE

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|---|---|
| Date | 22 October 2022 |
| Team ID | PNT2022TMID47342 |
| 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 | Import the required libraries and Collect Dataset . | 2 | High | Tamil Arasu S, Sachin Siyam P |
| Sprint-1 | | USN-2 | Reshape the data and apply one hot encoding | 1 | Medium | Surya R, Ajay M |
| Sprint-2 | Model Building | USN-3 | Add the necessary layers and compile the model | 2 | High | Tamil Arasu S, Ajay M |
| Sprint-2 | | USN-4 | Training the image classification model using CNN | 1 | Medium | Surya R, Sachin Siyam P |
| Sprint-3 | Training and Testing | USN-5 | Building Python code and run the application | 2 | High | Tamil Arasu S, Surya R, Sachin Siyam P, Ajay M |
| Sprint-4 | Implementation of the application and deployment on cloud | USN-6 | Training the model on IBM cloud. | 2 | High | Tamil Arasu S, Surya R, Sachin Siyam P, Ajay M |

## 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:

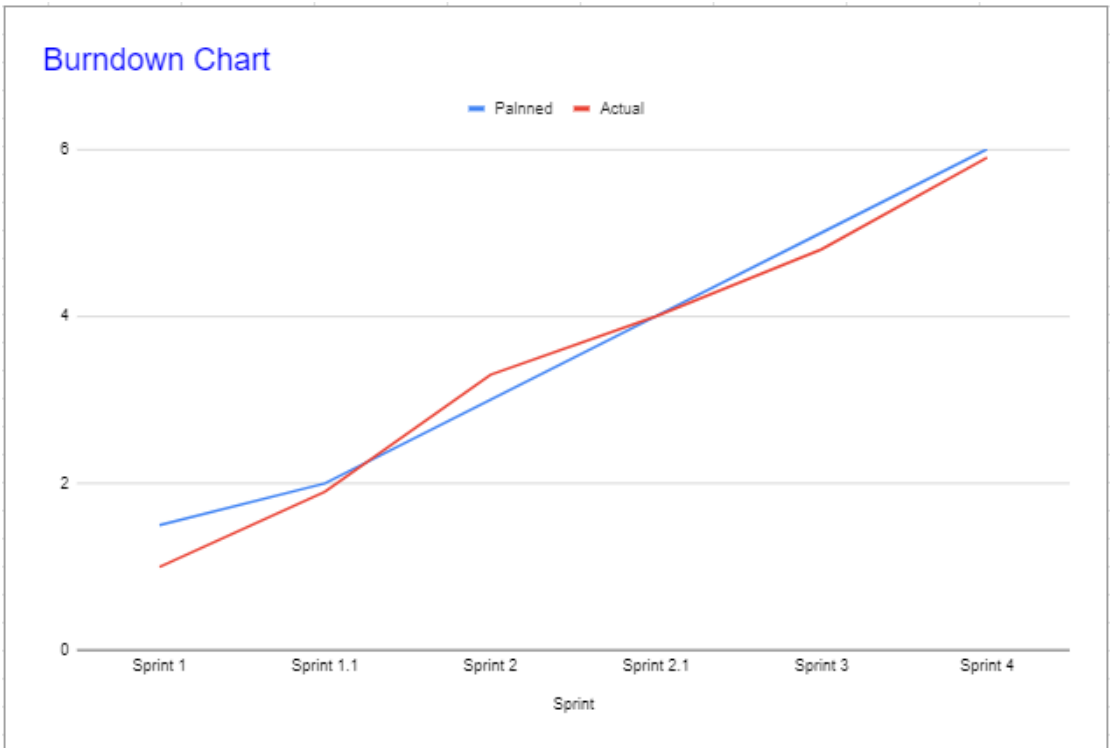
Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day).

Here total velocity is 20
Duration is 6 days

$$AV = 20/6 = 3.33$$

## Burndown Chart:

A burndown 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.


Burndown Chart
Palnned
Actual
6
4
2
0
Sprint 1
Sprint 1.1
Sprint 2
Sprint 2.1
Sprint 3
Sprint 4
Sprint