Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID00795
Project Name	VirtualEye - Life Guard for Swimming Pools to Detect Active Drowning
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	Collect Testset	USN-1	Collect Testset	2	Medium	Kevin
Sprint-1	Preprocess testset	USN-2	extract features from the Testset by preprocessing	2	High	Logesh
Sprint-1	fine-tune the model	USN-3	fine-tune the model	4	High	Koushik
Sprint-2	Detection	USN-4	Load the fine-tuned model.	4	High	Kevan
Sprint-2	Detection	USN-5	Identify the person by collecting real-time data through a webcam.	6	High	Kevin
Sprint-2	Detection	USN-6	classify it by using a trained model to predict the output	8	High	Koushik
Sprint-3	Registration	USN-7	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Kevan
Sprint-3	Registration	USN-8	As a user, I will receive a confirmation email once I have registered for the application	1	High	Koushik
Sprint-3	Login	USN-9	As a user, I can log into the application by entering email & password	1	High	Kevan
Sprint-4	Detection	USN-10	If a person is drowning, the system will ring an alarm to give signal	8	High	Logesh

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-4	Detection	USN-11	As a User, I can detect the drowning person.	7	Medium	Kevan
Sprint-4	Logout	USN-12	As a User, I can log out of the application.	2	Low	Kevin

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	8	6 Days	24 Oct 2022	29 Oct 2022	6	29 Oct 2022
Sprint-2	18	6 Days	31 Oct 2022	05 Nov 2022	14	05 Nov 2022
Sprint-3	4	6 Days	07 Nov 2022	12 Nov 2022	3	12 Nov 2022
Sprint-4	17	6 Days	14 Nov 2022	19 Nov 2022	15	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)

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

For Sprint-1 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 8 / 6 = 1.33

For Sprint-2 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 18 / 6 = 3

For Sprint-3 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 4 / 6 = 0.66

For Sprint-4 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 17 / 15 = 1.13

Burndown Chart: