Project Planning Phase

Sprint Delivery Plan

Date	14 October 2022
Team ID	PNT2022MID12640
Project Name	Project - Web Phishing Detection
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	Registration	USN-1	As a user, I can register for the application by entering my email, and password, and confirming my password.	2	High	A.Kirthic Adharsh.S Kumaresh.S Mridula.M
Sprint-1	Login	USN-2	As a user, I will receive a confirmation email once I have registered for the application	1	High	A.Kirthic Adharsh.S Kumaresh.S Mridula.M
Sprint-2	Upload URL	USN-3	As a user, I can upload an URL to the application	2	Medium	A.Kirthic Adharsh.S Kumaresh.S Mridula.M
Sprint-2	Prediction	USN-4	As a user, I can predict whether the URL is malicious or not	`1	Medium	A.Kirthic Adharsh.S Kumaresh.S Mridula.M

Sprint-3	Upload URL	USN-5	As a user, I can upload an URL to the application	2	High	A.Kirthic Adharsh.S Kumaresh.S Mridula.M
Sprint-3	Choice to continue	USN-6	As a user, I can choose to continue to the malicious website	1	Medium	A.Kirthic Adharsh.S Kumaresh.S Mridula.M
Sprint-4	Classify as malicious or not	USN-7	As a user, I can predict whether the URL is malicious or not	1	Medium	A.Kirthic Adharsh.S Kumaresh.S Mridula.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	2	6 Days	24 Oct 2022	29 Oct 2022	2	29 Oct 2022
Sprint-2	2	6 Days	31 Oct 2022	05 Nov 2022	2	05 Nov 2022
Sprint-3	2	6 Days	07 Nov 2022	12 Nov 2022	2	12 Nov 2022
Sprint-4	2	6 Days	14 Nov 2022	19 Nov 2022	2	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.