# Project Planning Phase

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

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| Date | 18 October 2022 |
| Team ID | PNT2022TMID06841 |
| Project Name | Project - Natural Disasters Intensity Analysis and Classification using Artificial Intelligence. |
| 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 | Design an Web application | USN-1 | Design a web application which facilitates the image input. | 20 | High | Arrasura Paramesh, Rahul R |
| Sprint-2 | Data Collection | USN-2 | The data required for building the model has to be collected from mosdac website for training the model. | 10 | High | Sriram S, Jeyaprathap S |
| Sprint-2 | Image Preprocessing | USN-3 | Pre-process the collected data which is downloaded from the website it prevents the unnecessary variance or Bias problem | 10 | Medium | Rahul R, Arrasura Paramesh |
| Sprint-3 | Model Building | USN-4 | Computer Vision Model for tropical cyclone intensity estimation is important so that user can | 10 | High | Sriram S, Jeyaprathap |
| **Sprint** | **Functional Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| | | | send image for prediction | | | S |

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| Sprint-3 | Model Testing | USN-5 | Once the model is trained completely, test the model on data that it has not seen before to ensure its performance | 10 | Medium | Sriram S, Rahul R, Jeyaprathap S |
| Sprint-4 | Building the APIs | USN-6 | Building an API’s which facilitates the image input to the model running in the server and send back the predicted intensity back to the web page | 10 | High | Sriram S, Arrasura Paramesh, Rahul R |
| Sprint-4 | Testing | USN-7 | Once the web application is built successfully perform series of test on the application to ensure its performance | 5 | Medium | Arrasura Paramesh, Jeyaprathap |
| Sprint-4 | Deployment | USN-8 | Deploy the complete web application into cloud using heroku | 5 | High | Sriram S, Arrasura Paramesh |
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**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 | 04 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 20 | 11 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 20 | 18 Nov 2022 |
| | | | | | | |
| **Sprint** | **Total Story Points** | **Duration** | **Sprint Start Date** | **Sprint End Date (Planned)** | **Story Points Completed (as on Planned End Date)** | **Sprint Release Date (Actual)** |
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**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)

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

A V (Sprint 1) = 8/6 = 1

A V (Sprint 2) = 8/6 = 1

A V (Sprint 3) = 8/6 = 1 A

V (Sprint 4) = 8/6 = 1

**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.

# BURNDOWN GRAPH