

Project Planning Phase

Sprint delivery plan

Date	31 October 2022
Team ID	PNT2022TMID35819
Project Name	Project - Emerging Methods for Early Detection of Forest Fires
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	Registration	USN-1	As a user, I can register for the application by entering my email, and password, and confirming my password.	10	High	Narendiran B S
Sprint-1	E-mail confirmation	USN-2	As a user, I will receive a confirmation email once I have registered for the application	10	Medium	Gokulasankar M
Sprint-2	Login	USN-3	As a user, I can log into the application by entering my email & password	5	High	Narendiran B S Jaisakthi G
Sprint-2	Upload Images	USN-4	As a user, I should be able to upload the image of forest fire.	10	High	Jaisakthi G
Sprint-2	Dashboard	USN-5	As a user, based on my requirement I can navigate through the dashboard.	5	Medium	Gokulasankar M Thamaraikannan M

Sprint-3	Train the model	Task 1	As a developer, the dataset will be uploaded and trained by developed algorithm.	20	High	Narendiran B S Thamaraikannan M
Sprint-4	Testing & Evaluation	Task 2	As a developer, we tested the trained model using the provided dataset and model will be evaluated for accurate results.	10	High	Gokulasankar M Jaisakthi G
Sprint-4	Display predicted result	USN-6	As a user, I can view the predicted result in the dashboard.	10	High	Thamaraikannan 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	10 Nov 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	17 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	24 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	30 Nov 2022

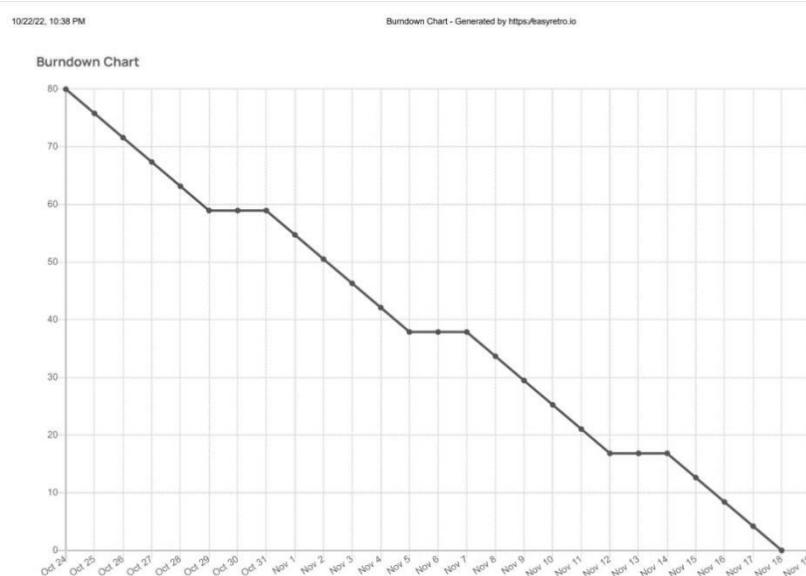
Velocity:

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)

$$AV = \frac{\text{sprint duration}}{\text{velocity}}$$

$$AV=20/6=3.33\text{points per day}$$

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. <https://www.visual-paradigm.com/scrum/scrum-burndown-chart/>

<https://www.atlassian.com/agile/tutorials/burndown-charts>

Reference:

<https://www.atlassian.com/agile/project-management>

<https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software>

<https://www.atlassian.com/agile/tutorials/epics>

<https://www.atlassian.com/agile/tutorials/sprints>

<https://www.atlassian.com/agile/project-management/estimation>

<https://www.atlassian.com/agile/tutorials/burndown-charts>