Project Planning Phase

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

|  |  |
| --- | --- |
| Date | 08 November 2022 |
| Team ID | PNT2022TMID33575 |
| Project Name | Car Resale Value Prediction |
| 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, password. | 10 | High | Preethi,Leebika |
| Sprint-1 | Confirmation | USN-2 | As a user, I will receive confirmation email once I have registered for the application | 10 | High | Managaiyarkarasi,Kaviyarasi |
| Sprint-1 | Login | USN-3 | As a user, I can log into the application by entering email & password | 8 | Medium | Preethi,Leebika |
| Sprint-2 | Dataset | USN-4 | Collect dataset, Import required libraries, Test and Train data. | 10 | High | Managaiyarkarasi,Kaviyarasi |
| Sprint-2 | Algorithm | USN-5 | Apply Regression algorithm and got the data (.pkl file). | 10 | High | Preethi,Leebika |
| Sprint-3 | Dashboard | USN-6 | HTML page contains Login, Details to be entered to predict the car price and a customer support. | 10 | High | Managaiyarkarasi,Kaviyarasi |
| Sprint-4 | Building application | USN-7 | Build python flask application | 10 | High | Preethi,Leebika |

# 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 | 3 Days | 08 Nov 2022 | 10 Nov 2022 | 20 | 11 Nov 2022 |
| Sprint-2 | 20 | 3 Days | 11 Nov 2022 | 13 Nov 2022 | 20 | 14 Nov 2022 |
| Sprint-3 | 20 | 2 Days | 14 Nov 2022 | 15 Nov 2022 | 20 | 16 Nov 2022 |
| Sprint-4 | 20 | 2 Days | 16 Nov 2022 | 17 Nov 2022 | 20 | 17 Nov 2022 |

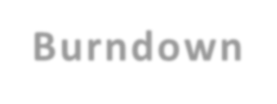
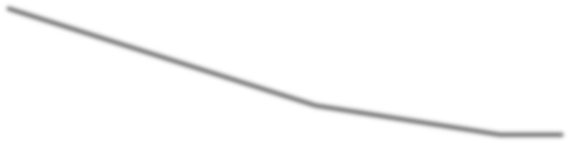
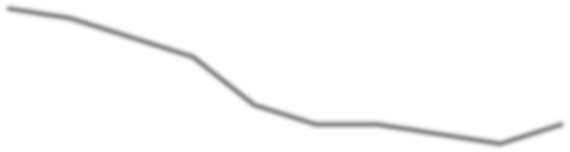
**Velocity:**

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)

Sprint-1 (AV) = 0.5 Sprint-2 (AV) = 0.5 Sprint-3 (AV) = 0.5 Sprint-4 (AV) = 0.5

# 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](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time.



**Burndown**

25

20

15

10

5

0

1

2

3

4

5

6

7

8

9

10

11

Actual Effort

Estimated Effort