Project Planning Phase

Project Planning Template (Product Backlog, Sprint Planning, Stories, Storypoints)

Date	18October 2022
Team ID	PNT2022TMID48632
Project Name	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	Home Page	USN-1	The user finds the home page easy to navigate and feels comfortable with the user interface	10	High	G. Srivaths Karthic
Sprint-2	Sign up	USN-2	The user will get authentication over their account by security measures	10	High	G. Srivaths Karthic S. Naveenkumar
Sprint-2		USN-3	The user will be able to authorise their account only if they remember their authentication key (biometrics if suitable hardware available, password)		Medium	S. Naveenkumar M. Ajaykumar J. Guna Seakar
Sprint-2	Login	USN-4	The user can register using either their google account or their mobile number	10	Medium	G. Srivaths Karthic
Sprint-3	Dashboard	USN-5	The user can go through the facilities provided by the product	5	Low	S. Naveenkumar
Sprint-3	Prediction	USN-6	User would be prompted with a pop up indicating the trustfulness of the website	15	High	M. Ajaykumar J. Guna Seaker
Sprint-4	Results page	USN-7	The user would be able to analyse website whether it’s genuine or not	5	Medium	G. Srivaths Karthic S. Naveenkumar
Sprint-4	Reporting	USN-8	The user can report for any bugs or ask any queries on the product	15	High	S. Naveenkumar

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	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	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.