

Date	05 NOVEMBER 2022
Team ID	PNT2022TMID38905
Project Name	Project – AI-Powered Nutrition Analyser and FitnessEnthusiasts
Maximum Marks	8 Marks

Project Planning Phase

Milestone and Activity

List

Product Backlog, Sprint Schedule, and Estimation (4 Marks)

Sprint	Functional Requirement	User story Number	User story/stack	Story Point	Priority	Team Members
Sprint-1	Registration	USN-1	User can register for the application by entering user name and entering a strong password.	2	High	Subavani D
Sprint-1	Login	USN-2	User can login to application by entering username and password	2	High	Sruthi bharathi
Sprint-2	Upload images of digital document	USN-3	User can input the food imagesinto the application's document	1	Moderate	Sharmila fathima
Sprint-2	Prediction	USN-4	User can predict the image	1	Moderate	Venuka
Sprint-3	Upload the fruit images dataset	USN-5	User can input the fruit of theirchoice that they want to know about	1	High	Subavani
Sprint-3	Recognize	USN-6	User can choose their fruit	1	Moderate	Sruthi

	fruit		type			bharathi
Sprint-4	Recognize Fruit type	USN-7	User can recognize their selectedfruit in the output, and recognize it and its benefits	2	High	Sharmila fathima
Sprint-4	Recognize fruit colour	USN-8	User can recognize the fruitcolour in the differentiate it with others	2	High	Venuka

Project Tracker, Velocity & Burndown Chart: (4 Marks)

Sprint	Total story point	Duration	Sprint start Date	Sprint End date	Story points completed	Story release date
Sprint-1	2	6 Days	24 October 2022	29 October 2022	2	24 October 2022
Sprint-2	2	6 Days	31 October 2022	05 October 2022	2	5 October 2022
Sprint-3	2	6 Days	7 Nov 2022	12 November 2022	2	12 Nov 2022
Sprint-4	2	6 Days	7 Nov 2022	19 November 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 (storypoints per day)

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

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, burndown charts can be applied to any project containing measurable progress over time.

Sample Burndown Chart

