Date	05 NOVEMBER 2022
Team ID	PNT2022TMID38905
Projec t Name	Project – Al-Powered Nutrition Analyserand FitnessEnthusiasts
Maxim um Marks	8 Marks

Project Planning PhaseMilestone 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	kiruthika
Sprint-1	Login	USN-2	User can login to application by entering username and password	2	High	girija
Sprint-2	Upload images of digital document	USN-3	User can input the foodimagesinto the application's document	1	Moderate	jayasri
Sprint-2	Prediction	USN-4	User can predict the image	1	Moderate	eashwar
Sprint-3	Upload the fruit images dataset	USN-5	User can input the fruit oftheirchoice that they want to know	1	High	kiruthika

			about			
Sprint-3	Recognize	USN-6	User can choose their fruit	1	Moderate	girija

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

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

Sprint	Total	Duration	Sprint	Sprint End date	Story	Story	
	story		startDate		points	release	
	point				completed	date	
Sprint-1	2	6 Days	24 October	29 October 2022	2	30 October	
			2022			2022	
Sprint-2	2	6 Days	31 October	05 October 2022	2	5 november	
			2022			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)periteration unit (storypoints 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 <u>software development methodologies</u> such as <u>Scrum.</u> However, burndown charts can be applied to any project containing measurable progress over time.

