Sprint Delivery Plan

Date	18 October 2022
Team ID	PNT2022TMID36550
Project Name	Web Phishing Detection
Maximum Marks	8 Marks

Product Backlog, Sprint Schedule and Estimation (4 Marks)

Product backlog and sprint schedule:

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority
Sprint-1	Homepage	USN-1	As a user, I can explore the resources of the homepage for the functioning	10	Low
Sprint-2	Final page	USN-2	As a user, I can explore the resources of the final page for the functioning	15	Low
Sprint-3	Prediction	USN-3	As a user, I can predict the URL easily for detecting whether the website is legitimate or not	10	High
Sprint-4	Chat	USN-4	As a user, I can share the experience or contact the admin for the support	10	High
Sprint-1	Homepage	USN-5	As a admin, we can design interface and maintain the functioning of the website	5	High
Sprint-2	Final page	USN-6	As a admin, we can design the complexity of the website for making it user-friendly	5	Medium
Sprint-3	Prediction	USN-7	As a admin, we can use various ML classifier model for the accurate result for the detection of URL	10	High
Sprint-4	Dashboard	USN-8	As a admin, we can response to the user message for improvement of the website	10	Medium

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	12 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)

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

We have a 6-day sprint duration, and the velocity of the team is 20 (points per sprint). So our team's average velocity (AV) per iteration unit (story points per day)

AV = (Sprint Duration / Velocity) = 20 /6 = 3.33

Burndown Chart:

A burndown 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.

Reference:

https://www.visual-paradigm.com/scrum/scrum-burndown-chart/
https://www.visme.co/templates/charts/sprint-burndown-chart-1425285230/