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

Date	27 October 2022
Team ID	PNT2022TMID32928
Project Name	Project - Emerging Methods For Early Detection Of Forest Fires
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	Selection or Collection of dataset	USN-1	To collect the data from various sources such as surveillance cameras or drone cameras which are used for observation of forest areas.	10	High	Nivedha K Soundharya P
Sprint-1	Image pre-processing	USN-2	Sort and classify the collected data and process those data by training and testing the data using CNN model.	10	High	Ramji S Sugashini T
Sprint-2	Evaluation of the model	USN-3	Evaluate the model to check whether it works efficiently and with high performance with low failure rates.	20	Medium	Nivedha K Soundharya P Ramji S Sugashini T
Sprint-3	Testing the model	USN-4	To test the model with the intent to find whether	20	High	Nivedha K

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-4	Deployment	USN-5	its satisfies the specified requirements or not After testing, the model is implemented on the user's offices for further use.	20	High	Soundharya P Ramji S Sugashini T Nivedha K
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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)

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

$$AV = 20/6 = 3.33$$

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 .

