

Project Planning Phase

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

| | |
|---------------|---|
| Date | 22 October 2022 |
| Team ID | PNT2022TMID39559 |
| Project Name | Digital naturalist AI enabled tool for biodiversity researchers |
| 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 | Data Collection | USN-1 | Collecting the Dataset | 10 | High | T. dinesh kumar P. jagan S. Abishek N. bharanidharan R. gokul |
| Sprint-1 | | USN-2 | Image Pre-processing | 7 | Medium | T. dinesh kumar P. jagan S. Abishek N. bharanidharan R. gokul |
| Sprint-2 | Model Building | USN-3 | Import the required libraries, add the necessary layers and compile the model. | 10 | High | T. dinesh kumar P. jagan S. Abishek N. bharanidharan R. gokul |
| Sprint-2 | | USN-4 | Training the image classification model using CNN and others systems. | 7 | Medium | T. dinesh kumar P. jagan S. Abishek N. bharanidharan R. gokul |
| Sprint-3 | Training and Testing | USN-5 | Training the model and testing the model's performance | 10 | High | T. dinesh kumar P. jagan S. Abishek N. bharanidharan R. gokul |

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|----------|-------------------------------|-------------------|--|--------------|----------|---|
| Sprint-4 | | USN-6 | Build the system and deploy the model in IBM cloud | 7 | Medium | T. dinesh kumar P. jagan S. Abishek N. bharanidharan R. gokul |

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 | 10 | 6 Days | 24 Oct 2022 | 29 Oct 2022 | 8 | 29 Oct 2022 |
| Sprint-2 | 10 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 7 | 05 Nov 2022 |
| Sprint-3 | 10 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 8 | 12 Nov 2022 |
| Sprint-4 | 10 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 7 | 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)

$$AV = \frac{\textit{sprint duration}}{\textit{velocity}}$$

$$AV = 6/10 = 0.6$$

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

