# **Project Planning Phase**

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

| Date          | 21 October 2022                              |
|---------------|--|
| Team ID       | PNT2022TMID24987                             |
| Project Name  | A Novel Method Handwritten Digit Recognition |
| 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             | User Story | User Story / Task  | Story Points | Priority | Team        |
|----------|------------------------|------------|--|--------------|----------|-------------|
|          | Requirement (Epic)     | Number     |  |              |          | Members     |
| Sprint-1 | Image Data             | USN-1      | Handwritten digit recognition refers to a computer's capacity to identify human handwritten digits from a variety of sources, such as photographs, documents, touch screens, etc., and categorize them into ten established classifications (0-9). In the realm of   | 1            | High     | Raguraman.C |
|          |                        |            | deep learning, this has been the subject of countless studies.   |              |          |             |
| Sprint-2 | Website                | USN-2      | Web hosting makes the code, graphics, and other items that make up a website accessible online. A server hosts every website you've ever visited. The type of hosting determines how much space is allotted to a website on a server. Shared, dedicated, VPS, and reseller hosting are the four basic varieties. | 1            | Medium   | Muthu.M     |
| Sprint-3 | Digit Classifier Model | USN-3      | To train a convolutional network to predict the digit from an image, use the MNIST database of handwritten digits. get the training and  | 1            | High     | Sabastin.T  |

| Sprint   | Functional<br>Requirement (Epic) | User Story User Story / Task<br>Number |   | Story Points | Priority | Team<br>Members |  |
|----------|----------------------------------|--|---|--------------|----------|-----------------|--|
|          |                                  |  | validation data first.  |              |          |                 |  |
| Sprint-4 | Cloud                            | USN-4                                  | The cloud offers a range of IT services, including virtual storage, networking, servers, databases, and applications. In plain English, cloud computing is described as a virtual platform that enables unlimited storage and access to your data over the internet | 1            | Medium   | Magesh.B        |  |
| Sprint-5 | MNIST                            | USN-1                                  | The abbreviation MNIST stands for the MNIST   |              | High     | Raguraman.C     |  |

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

| Sprint   | Total Story<br>Points | Duration | Sprint Start Date | Sprint End Date<br>(Planned) | Story Points Completed (as on Planned End Date) | Sprint Release Date<br>(Actual) |
|----------|-----------------------|----------|-------------------|------------------------------|---|---------------------------------|
| Sprint-1 | 1                     | 3 Days   | 24 Oct 2022       | 26 Oct 2022                  | 1   | 26 Oct 2022                     |
| Sprint-2 | 1                     | 3 Days   | 31 Oct 2022       | 02 Nov 2022                  | 1   | 02 Nov 2022                     |
| Sprint-3 | 1                     | 3 Days   | 07 Nov 2022       | 09 Nov 2022                  | 1   | 09 Nov 2022                     |
| Sprint-4 | 1                     | 3 Days   | 14 Nov 2022       | 16 Nov 2022                  | 1   | 16 Nov 2022                     |
| Sprint-5 | 1                     | 3 Days   | 17 Nov 2022       | 19 Nov 2022                  | 1   | 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)

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