**Project Planning Phase**

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

|  |  |
| --- | --- |
| Date | 5 November 2022 |
| Team ID | PNT2022TMID51364 |
| Project Name | Project - Car Resale Value Prediction |
| Maximum Marks | 8 Marks |

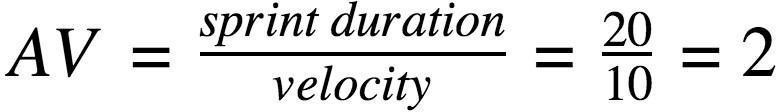
**Product Backlog, Sprint Schedule, and Estimation (4 Marks):-**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sprint** | **Functional Requirement**  **(Epic)** | **User**  **Story**  **Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-1 | Dataset reading and  Preprocessing | USN-2 | Cleaning the dataset and splitting into dependent and independent variables. | 1 | High | Alan Paul,Godwin Saji,Poobalan K ,Udaya Kumar |
| Sprint-2 | Build the model | USN-3 | Use the appropriate model for building and saving the model(file format). | 2 | Low | Alan Paul,Godwin Saji,Poobalan K ,Udaya Kumar |
| Sprint-3 | User Registration | USN-1 | Users can register for the application by entering my email and confirming my password, Phone number. | 2 | High | Alan Paul,Godwin Saji,Poobalan K ,Udaya Kumar |
| Sprint-3 | Create and implement the application | USN-2 | By using the flask framework to implement the model. | 2 | Medium | Alan Paul,Godwin Saji,Poobalan K ,Udaya Kumar |
| Sprint-4 | Train the model with dataset in IBM cloud | USN-3 | Finally train the model on IBM cloud and deploy the application | 1 | High | Alan Paul,Godwin Saji,Poobalan K ,Udaya Kumar |
| Sprint-4 | Predict the price of used cars | USN-3 | The application try to predict the price of used | 2 | High | Alan Paul,Godwin Saji,Poobalan K ,Udaya Kumar |

**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 | 3 Days | 21 Oct 2022 | 23 Oct 2022 | 20 | 31 Oct 2022 |
| Sprint-2 | 20 | 4 Days | 24 Oct 2022 | 27 Oct 2022 |  |  |
| Sprint-3 | 20 | 4 Days | 28 Oct 2022 | 1 Nov 2022 |  |  |
| Sprint-4 | 20 | 4 Days | 2 Nov 2022 | 5 Nov 2022 |  |  |

**Burndown Chart:**



A burndown chart is a graphical representation of work left to do versus time. It is often used in agile [software development](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time.

**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)

