

Project Planning Phase

Date	24 October 2022
TeamID	PNT2022TMID49700
ProjectName	IOT Based Smart Crop Protection System For Agriculture
MaximumMarks	8Marks

Project Planning(Product Backlog,Sprint Planning,Stories,story points)

Product Backlog,Sprint Schedule,and Estimation(4Marks)

Sprint	Functional Requirement(Epic)	User Story Number	UserStory/Task	Story Poins	Priority (Low to High)	Team Member
Sprint-1	Registration	USN-1	As a user, I can register for the required dataset by entering my email, password, and confirming my password.	3	High	Gracelin Thangam S
Sprint-1		USN-2	Asa user,I will receive confirmation email and the SMS once I have registered for the application	3	High	Gracelin Thangam S
Sprint-2	Cloud services	USN-3	As a user,I can register for he application through any social media	1	Low	Leelarani M
Sprint-4		USN-4	As a user,I can register for the application through Email or SMS	3	Medium	Poun Esakki E
Sprint-3	Login	USN-5	As a user,I can login to the application network by entering email & password	4	High	Rathna Priya J
Sprint-2	Pre processing	USN-6	As a farmer, the user must be able to find the system easy to access so pre-processes and other task must be perfect.	3	High	Leelarani M
Sprint-1	Collecting Dataset	USN-7	To collect various sources of threats to crops and products and to developing a database	2	Medium	Gracelin Thangam S
Sprint-4	Integrating	USN-8	To integrate the available dataset and keep improving the accuracy of finding animals	4	High	Poun Esakki E
Sprint-3		USN-9	To find and use appropriate compiler to run and test the data so that we can implement our program	2	Low	Rathna Priya J
Sprint-2		USN-10	Request to deploy the project.	1	Low	Leelarani M
Sprint-4	Coding	USN-11	To modify the code according to our program and improve the efficiency of that code	2	High	Poun Esakki E
Sprint-2		USN-12	To improve performance	2	Low	Leelarani M
Sprint-3	Dashboard	USN-6	User can see order details and equipment details.	4	Medium	Rathna Priya J
Sprint-2	Record	USN-5	To record the data and plot the graph to show the characteristics officially	3	High	Rathna Priya J
Sprint-1	Planning	USN-4	Plan the programming language and feasibility	2	Medium	Gracelin Thangam S
Sprint-4		USN-13	Demonstrate the working and improve accuracy overall	1	Low	Poun Esakki E

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

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	6Days	24Oct2022	29Oct2022	20	29Oct2022
Sprint-2	20	6Days	31Oct2022	05 Nov2022	20	05Nov2022
Sprint-3	20	6Days	07Nov2022	12Nov2022	20	12Nov2022
Sprint-4	20	6Days	14Nov2022	19Nov2022	20	19Nov2022

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)

$$\text{Velocity} = \frac{\text{sprint duration}}{\text{Velocity}} = \frac{20}{10} = 2$$

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.



