

Project Planning Phase

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

Date	5 Nov 2022
Team ID	PNT2022TMID24896
Project Name	Web phishing detection
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	Home page	USN-1	First impression of the homepage as a user, and I can explore and see how the website functions	20	Medium	Sharon Sowmika Sruthi Anumesh
Sprint-2	Login	USN-2	User can login for the application.	20	Medium	Sharon Sowmika Sruthi Anumesh
Sprint-2		USN-3	User can log into the application by entering email & password		low	Sharon Sowmika Sruthi Anumesh
Sprint-3	Dashboard	USN-4	User would go through the functionalities and the uses of the website	5	low	Sharon Sowmika Sruthi Anumesh

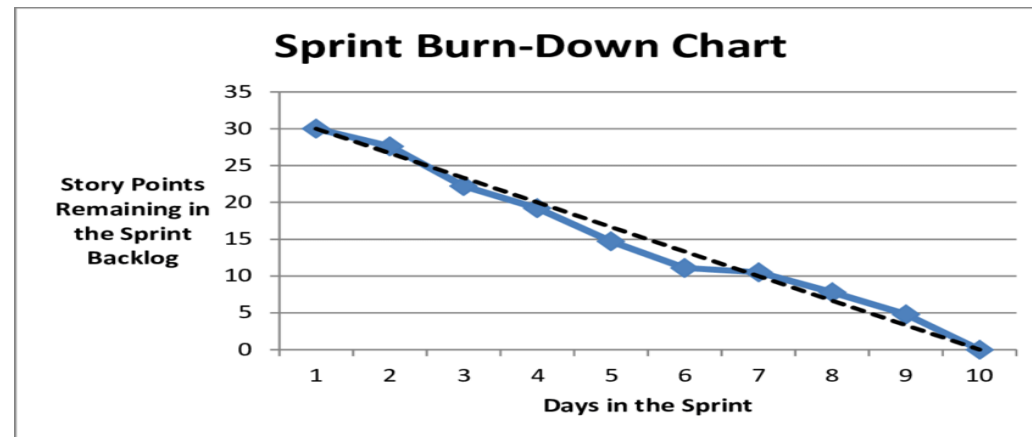
Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-3	Prediction	USN-5	The user would be able to determine whether the website is legitimate or fraudulent.	15	High	Sharon Sowmika Sruthi Anumesh
Sprint-4	Result page	USN-6	The user can access the analysis' results web page.	20	Medium	Sharon Sowmika Sruthi Anumesh

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	12 Nov 2022

Burndown Chart:

A burn down chart plots the amount of work remaining to perform against the amount of time. In agile software development approaches like Scrum, it is frequently employed. Burn down charts, however, can be used for any project that makes observable progress over time.



VELOCITY:

Our project has a sprint duration of six days, and the team's velocity is 20. (points per sprint). Let's determine the group's average velocity (AV) for each iteration (story points per day)

$$AV = \frac{\text{Sprint Duration}}{\text{Velocity}} = \frac{20}{6} = 3.3 \text{ (approx.)}$$

