Project Planning Phase

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

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| Date | 04 November 2022 |
| Team ID | PNT2022TMID00595 |
| Project Name | Project – Virtual Eye (Drowning detection) |
| Maximum Marks | 8 Marks |

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

Use the below template to create product backlog and sprint schedule

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| **Sprint** | **Functional Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Story Points** | **Priority** | **Team Members** |
| Sprint-1 | Registration | USN-1 | The user needs to first register in the official website of Virtual Eye using Email, Password. | 2 | High |  |
| Sprint-1 | Login | USN-2 | On registering, the user can directly login to order the product. | 1 | High |  |
| Sprint-1 | Dashboard | USN-3 | Develop HTML page for creating login forms and website. | 2 | Medium |  |
| Sprint-2 | Model code | USN-4 | Develop python code for detection using yolo model | 2 | Medium |  |
| Sprint-3 | Development | USN-5 | Connect python code with HTML pages using YOLO. | 1 | High |  |
| Sprint-4 | Designing the alarm | USN-6 | Develop a system that alarms if drowning detected. | 1 | High |  |
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Project Tracker, Velocity & Burndown Chart: (4 Marks)

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| **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 | 19 Oct 2022 | 24 Oct 2022 |  |  |
| Sprint-2 | 20 | 6 Days | 26 Oct 2022 | 31 Nov 2022 |  |  |
| Sprint-3 | 20 | 6 Days | 02 Nov 2022 | 08 Nov 2022 |  |  |
| Sprint-4 | 20 | 6 Days | 10 Nov 2022 | 15 Nov 2022 |  |  |
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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)



For Sprint-1 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 8 / 6 = 1.3V For Sprint-2 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 14 / 6 = 2.3V For Sprint-3 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 16 / 6 = 2.6V For Sprint-4 the Average Velocity (AV) is: AV = Sprint Duration / velocity = 12/ 6 = 2.0V TOTAL TEAM AVERAGE VELOCITY = 2.08

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](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.

