

Project Planning Phase

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

Date	03 November 2022
Team ID	PNT2022TMID29475
Project Name	Project- Emerging Methods for Early Detection of Forest Fires.
Maximum Marks	8 Marks

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

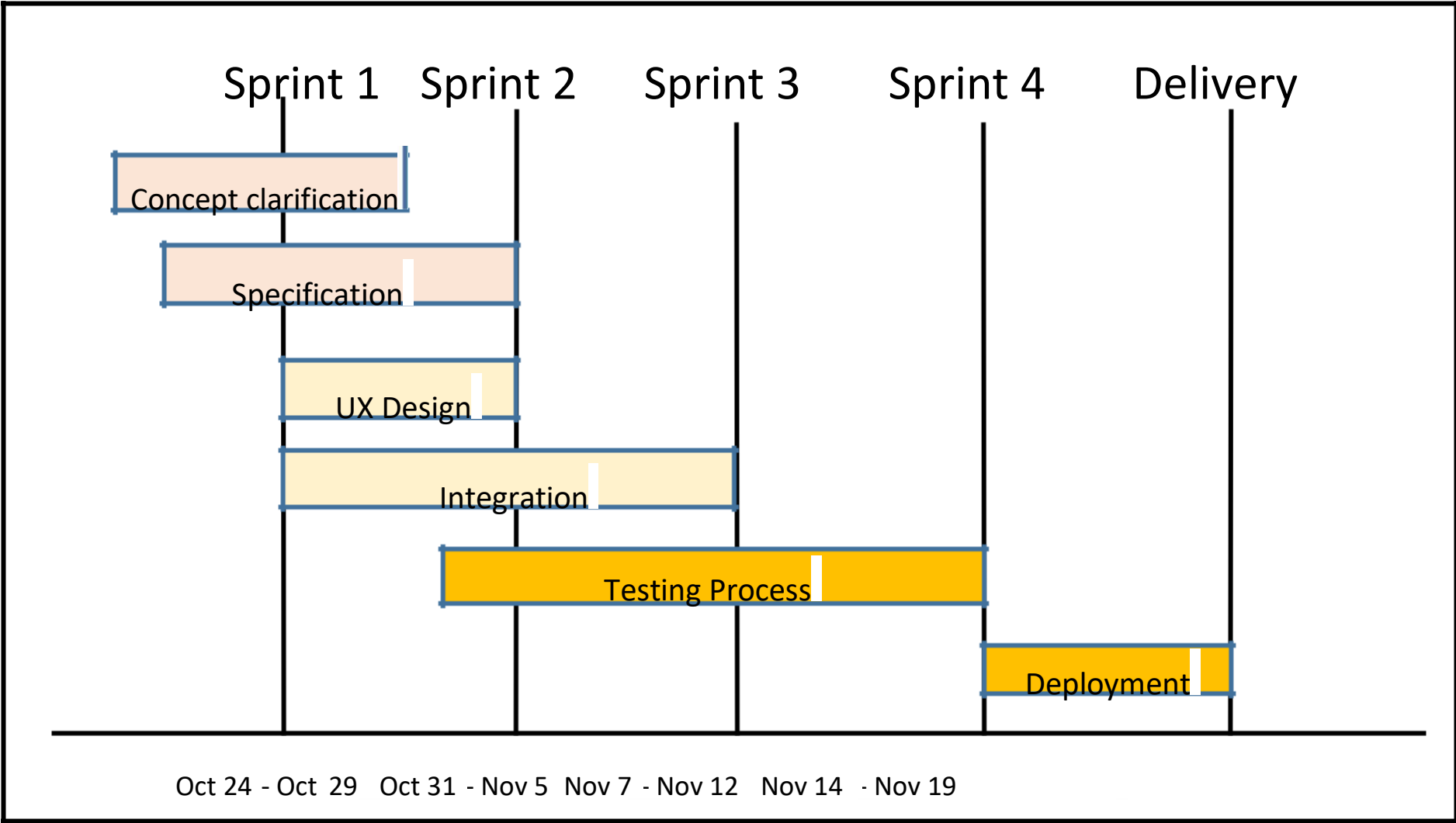
Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Collecting Dataset	USN-1	To analyze the fire prone areas and to set the surveillance camera to collect and observe the region continuously for early detection.	2	High	Sujith Harish
Sprint-2	Training & Testing of Model	USN-2	The collected data are categorized on the basis of parameters set to identify. To train the model, CNN is used to test repeatedly by storing the datasets in server.	1	High	Manikandan Sivakumar
Sprint-3	Reviewing the model	USN-3	The main task is to check that the model is efficient to work in real time. Therefore, smallest of error decoded needed to be corrected to avoid future lags.	1	Medium	Sujith Harish
Sprint-4	Implementing the model	USN-4	The model after testing all it's functionalities is been implemented at forest management offices to get quick responses from the model.	2	High	Sivakumar Manikandan

Sprint-4	Connecting it with API	USN-5	The model should connect with API named Twilio, which receives & sends the management with messages.	2	High	Sujith Manikandan Sivakumar Harish
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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	24-10-2022	29-10-2022	20	29-10-2022
Sprint 2	20	6 days	31-10-2022	05-11-2022	20	05-11-2022
Sprint 3	20	6 days	07-11-2022	12-11-2022	20	12-11-2022
Sprint 4	20	6 days	14-11-2022	19-11-2022	20	19-11-2022

Sprint Delivery process:



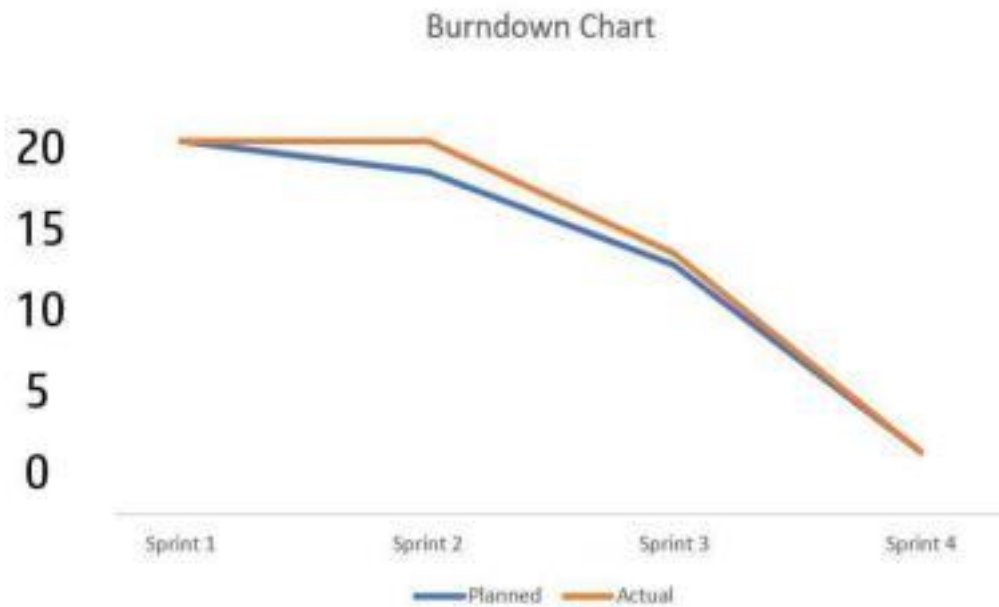
Velocity:

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)

$$\begin{aligned} \mathbf{AV} &= \mathbf{Velocity / Sprint\ Duration} \\ &= \mathbf{20/10} \\ &= \mathbf{2} \end{aligned}$$

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.



X- Axis: Story Points

Y-Axis: Sprints Stages