**Project Planning Phase**

**Product Backlog, Sprint Planning, Stories, Story points**

|  |  |
| --- | --- |
| **Date** | 31 October 2022 |
| **Team ID** | **PNT2022TMID28686** |
| **Project Name** | **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 | Registration | USN-1 | As a user, I will be provided with pre-determined user ID and password for that particular forest  camp | 10 | High | SYED IMRAN |
| Sprint-1 |  | USN-2 | As a user, I will be provided access to the alert information system | 10 | medium |  |
| Sprint-2 |  | USN-3 | The input video will be converted into frames and image preprocessing will be done | 20 | Low | THUMMALA HEMANTH |
| Sprint-3 | Monitoring | USN-4 | Constant monitoring will be enabled for the detection of forest fire | 20 | Medium | AYITHA DEEPAK |
| Sprint-4 | Alert System | USN-5 | Once the pattern of fire is detected an alert signal will be enabled and notification will be intimated | 20 | High | M.V.MOHAN KRISHNA SAI |

**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 | 30 | 30 Oct 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 49 | 06 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 50 | 07 Nov 2022 |

**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)



**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 m](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/)ethodologies 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.

