

# Project Planning Phase

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

Date	5 NOVEMBER 2022
Team ID	PNT2022TMID01355
Project Name	Project – WEB PHISHING DETECTION
Maximum Marks	8 Marks

### Product Backlog, Sprint Schedule, and Estimation

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	User Input	USN-1	User inputs an URL in the required field to check its validation	2	High	DHARANYA S NITHYA S KIRUTHIKA S POORNIMA B
Sprint-1	Website Comparison	USN-2	Model compares the websites using Blacklist and Whitelist approach.	1	High	DHARANYA S NITHYA S KIRUTHIKA S POORNIMA B
Sprint-2	Feature Extraction	USN-3	After comparison, if none found on comparison then it extracts feature using heuristic and visual similarity.	2	Low	DHARANYA S NITHYA S KIRUTHIKA S POORNIMA B
Sprint-2	Prediction	USN-4	Model predicts the URL using Machine learning algorithms such as logistic Regression, KNN.	2	Medium	DHARANYA S NITHYA S KIRUTHIKA S POORNIMA B

Sprint-3	Classifier	USN-5	Model then displays whether the website is legal site or a phishing site	1	High	DHARANYA S NITHYA S KIRUTHIKA S POORNIMA B
Sprint-3	Announcement	USN-6	Model then displays whether the website is legal site or a phishing site	1	High	DHARANYA S NITHYA S KIRUTHIKA S POORNIMA B
Sprint-4	Events	USN-7	This model needs the capability of retrieving and displaying accurate result for a website.	1	High	DHARANYA S NITHYA S KIRUTHIKA S POORNIMA B

### Project Tracker, Velocity & Burndown Chart:

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	19 Nov 2022

## **Velocity:**

We have a 6-day sprint duration, and the velocity of the team is 20 (points per sprint). So our team's average velocity (AV) per iteration unit (story points per day)

$$\text{AV} = (\text{Sprint Duration} / \text{Velocity})$$

$$= 20 / 10$$

$$\text{AV} = 2$$

Burndown Chart:

