

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

Date	24 October 2022
Team ID	PNT2022TMID16807
Project Name	Project – WEB PHISHING DETECTION
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	Home page	USN-1	I can look through the homepage's functional resources as a user.	10	Low	Sathishkumar.S, Ramana.R
Sprint-1		USN-2	As a user, I can get knowledge of the various aspects of web phishing and become informed about scams.	5	High	Ramana.R, Balu.R
Sprint-2	Final page	USN-3	I can use the end page's resources to learn more about how it works as a user.	15	Low	Sathishkumar.S, Ramana.R, Narmadha.D
Sprint-3	Prediction	USN-4	As a user, I can quickly guess the URL to determine whether a website is trustworthy or not.	10	High	Sathishkumar.S, Ramana.R, Balu.R, Narmadha.D
	Dashboard					
Sprint-4	Chat	USN-5	As a user, I can provide feedback or contact the administrator for assistance.	10	High	Sathishkumar.S, Balu.R, Ramana.R
Sprint-1	Homepage	USN-6	As administrators we can create user interfaces and maintain the functionality of the website.	5	High	Balu.R, Narmadha.D
Sprint-2	Final page	USN-7	To make a website more user-friendly, we as administrators can reduce its complexity.	5	Medium	Sathishkumar.S, Ramana.R
Sprint-3	Prediction	USN-8	As a administrator, you can utilise a variety of ML classifier models to do precise research for URL detection.	10	High	Sathishkumar.S, Ramana.R, Balu.R, Narmadha.D
	Dashboard					
Sprint-4		USN-9	We can respond to the user feedback for website enhancement as admins.	10	Medium	Narmadha.D, Sathishkumar.S

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

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)

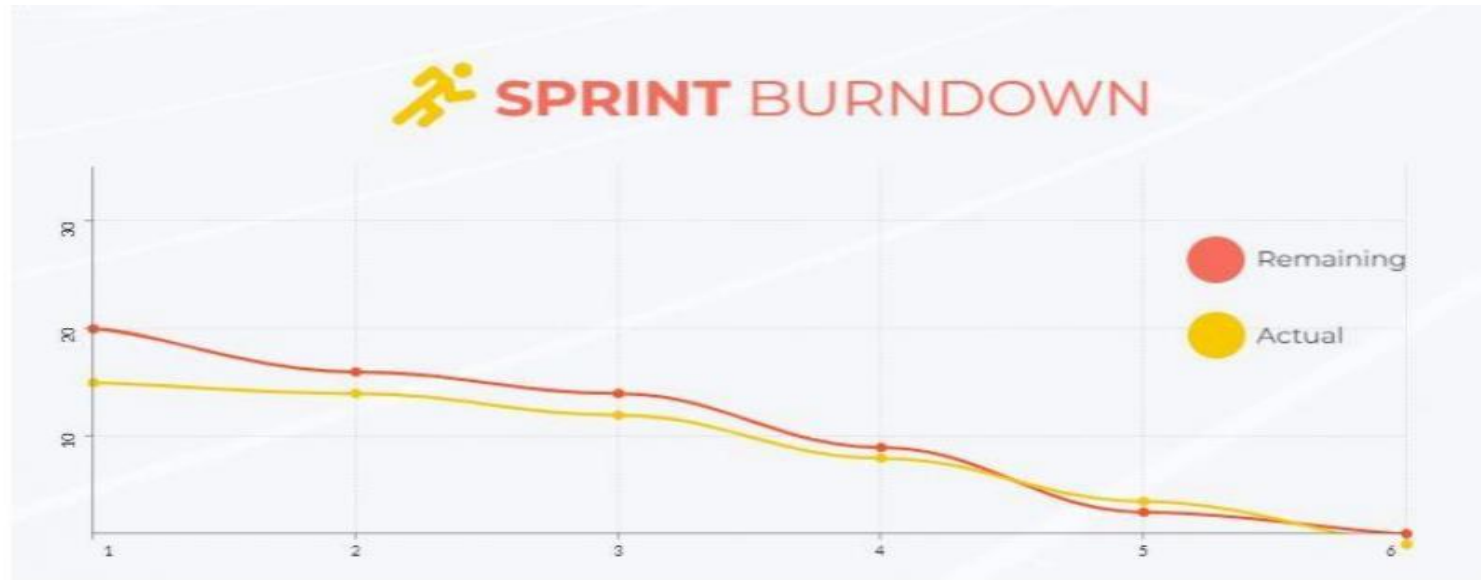
$$AV = \frac{sprint\ duration}{velocity} = \frac{20}{10} = 2$$

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)

$$AV = (Sprint\ Duration / Velocity) = 20/6 = 3.33$$

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.



REFERENCES:

<https://www.visual-paradigm.com/scrum/scrum-burndown-chart/>

<https://www.visme.co/templates/charts/sprint-burndown-chart-1425285230/>