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

Date	17 November 2022
Team ID	PNT2022TMID44672
Project Name	Virtual eye - Life Guard for Swimming Pools to Detect Active Drowning
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	I can register for the application by entering my phone number.	1	High	KAVYA P
		USN-2	I will receive confirmation OTP once Ihave registered for the application.	2	Low	NAVEENA B
		USN-3	I can also register for the application through Gmail	2	Medium	LAVANYA C
	Login	USN-4	I can login into the application by enteringemail or phone number & password.	1	High	GAYATHIRI R
		USN-5	In prediction page, the data uploaded will help the user to detect the drowning movements	2	Medium	KAVYA P

Sprint-1	Dataset collection	USN-6	The dataset collected will give high accuracy on the drowning details of the person.	2	High	NAVEENA B
Sprint	**Functional Requirement (Epic)**	**User Story Number**	**User Story / Task**	**Story Points**	**Priority**	**Team Members**
Sprint-2	Data Preprocessing	USN-7	The dataset is extracted and is used to train the model.	4	High	LAVANYA C
	Train the model	USN-8	We will train the model.	8	High	GAYATHIRI R
		USN-9	We will test the model.	6	High	KAVYA P
Sprint-3	Detection	USN-10	The tested model will be loaded.	3	High	NAVEENA B
		USN-11	To identify the person by collectingreal time data.	5	Medium	LAVANYA C
		USN-12	The data collected at present is checked with the pre-fed data.	8	High	GAYATHIRI R
Sprint-4	Alert	USN-13	When the abnormal movement is detected the system will ring an alarm to notify the lifeguard to rescue the person.	7	High	KAVYA P
		USN-14	We will be able to detect the drowning person.	3	Medium	NAVEENA B

Sprint-4	Logout	USN-15	User can logout of the application.	2	Low	GAYATHIRI R

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	10	5 Days	22 Oct 2022	26 Oct 2022		
Sprint-2	18	5 Days	28 Oct 2022	02 Nov 2022		
Sprint-3	16	5 Days	05 Nov 2022	09 Nov 2022		
Sprint-4	12	5 Days	11 Nov 2022	15 Nov 2022		

Velocity:

For Sprint-1 the Average Velocity (AV) is:

AV = Sprint Duration / velocity = 10 / 6 =

1.6For Sprint-2 the Average Velocity (AV) is:

AV = Sprint Duration / velocity = 18 / 6 = 3.0

For Sprint-3 the Average Velocity (AV) is:

AV = Sprint Duration / velocity = 16 / 6 =

2.6For Sprint-4 the Average Velocity (AV) is:

AV = Sprint Duration / velocity = 12/ 6 = 2.0

BURNDOWN CHART